

FIG. 2

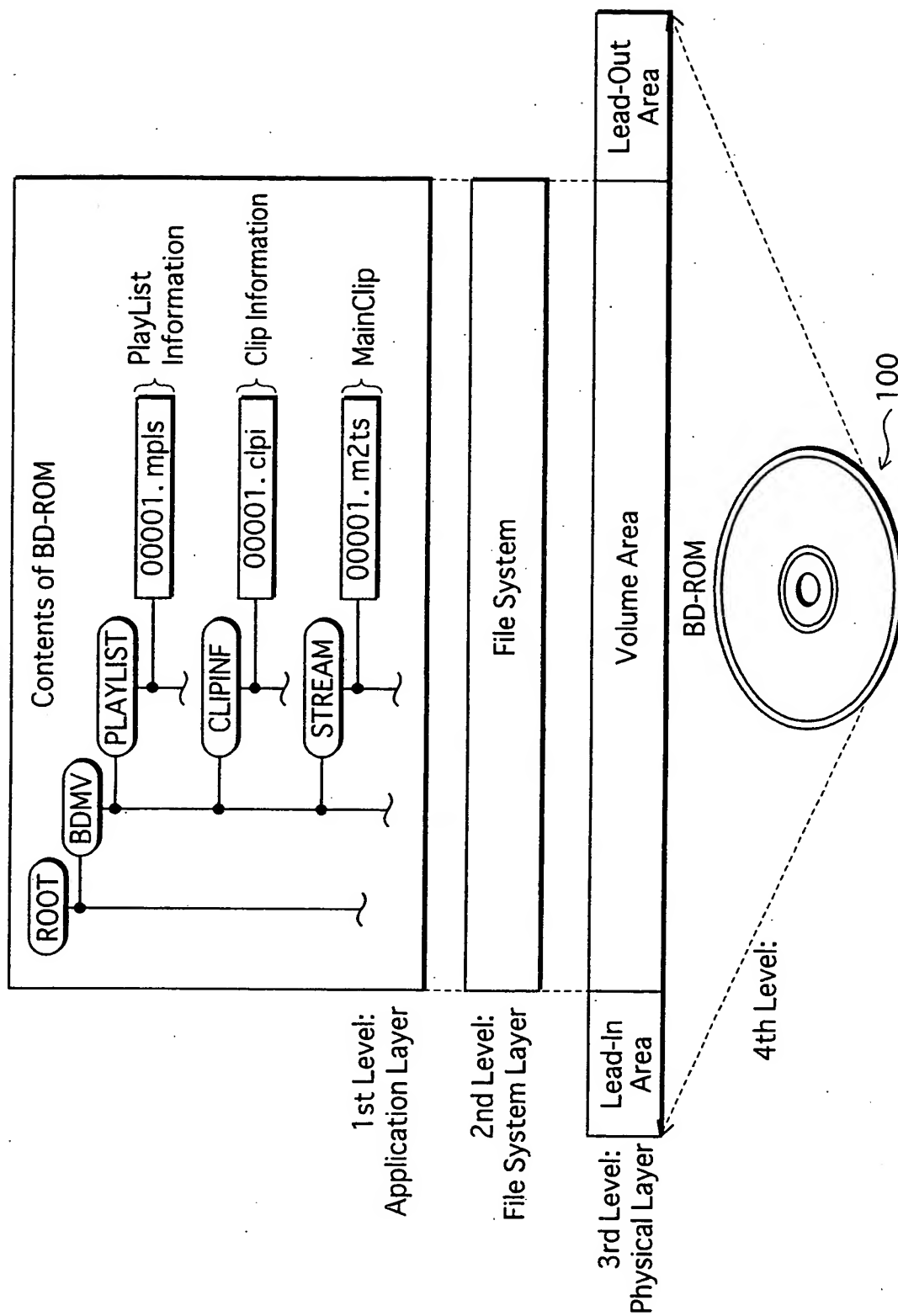


FIG. 3

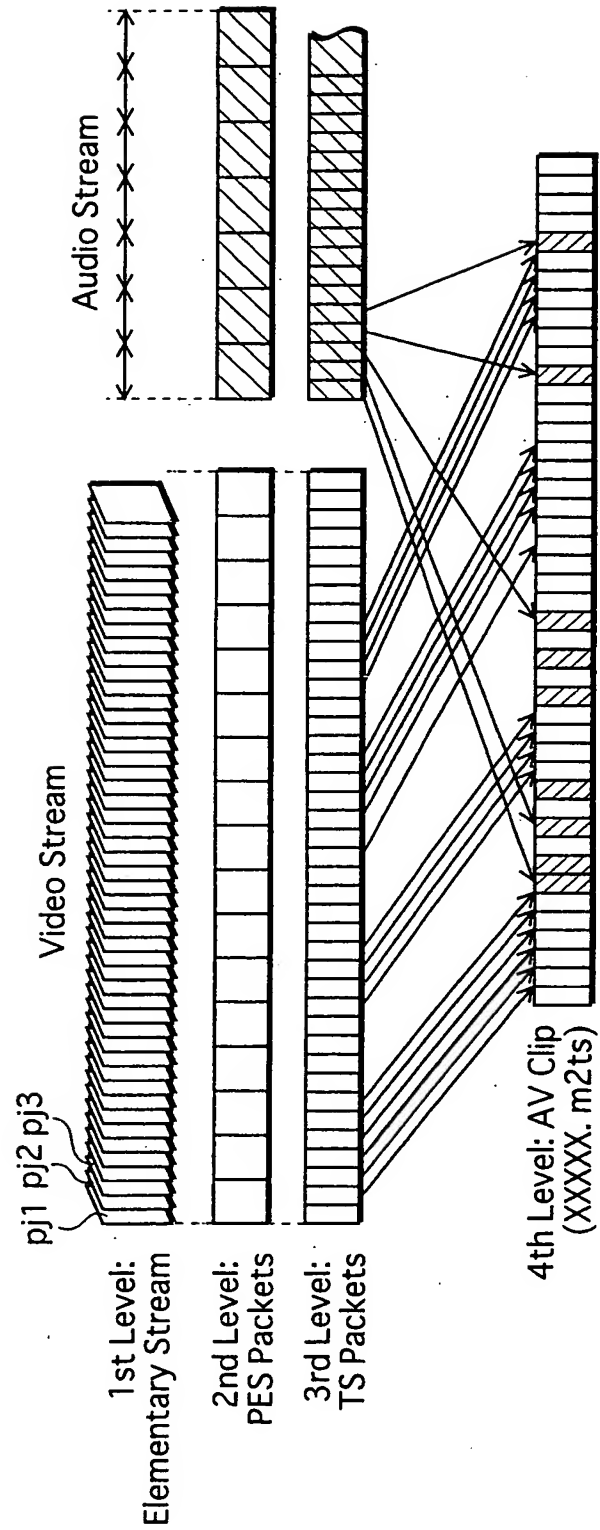


FIG. 4

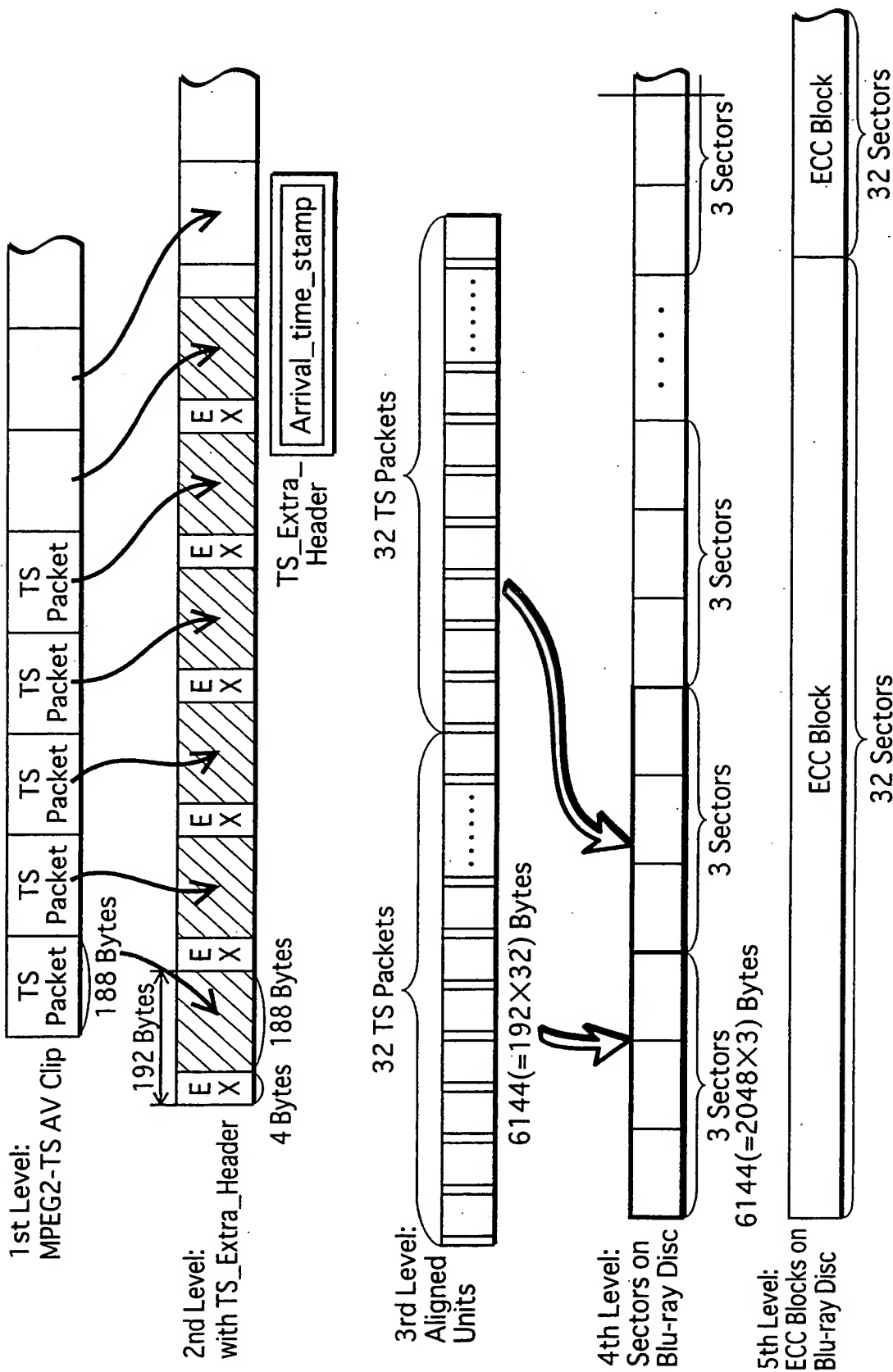


FIG. 5

Movie (Video)

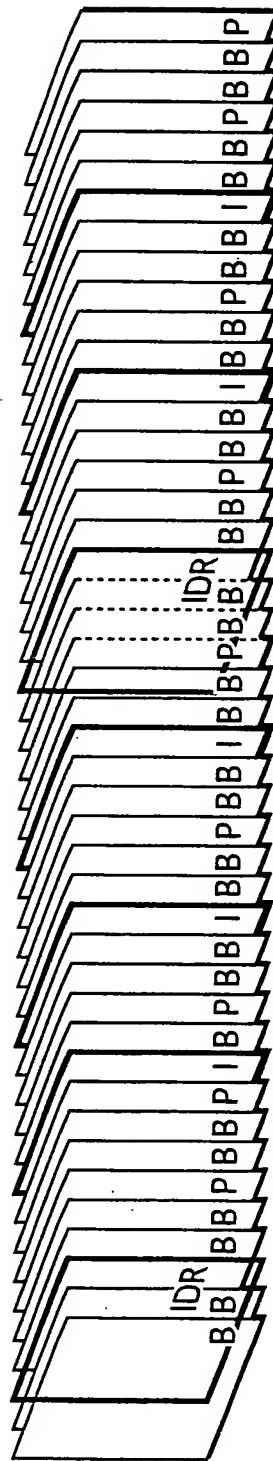


FIG. 6A

IDR Picture in MPEG4-AVC

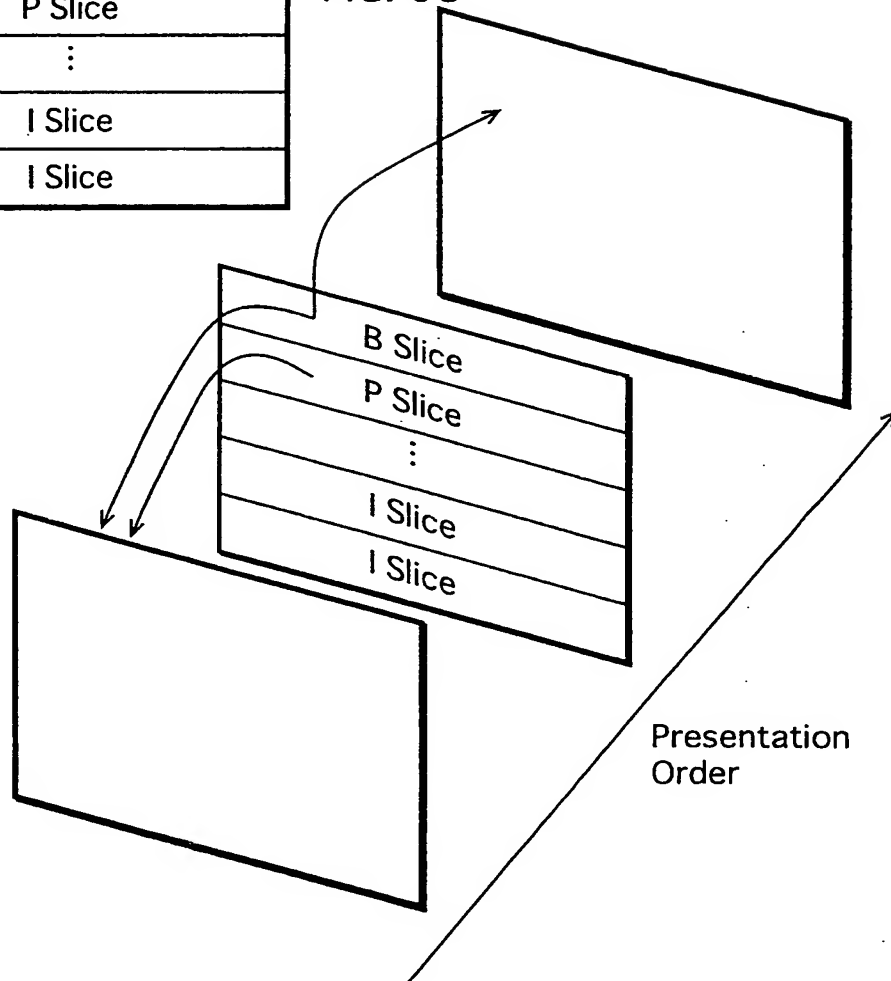
I Slice
I Slice
⋮
I Slice
I Slice

FIG. 6B

Non-IDR I Picture

B Slice
P Slice
⋮
I Slice
I Slice

FIG. 6C



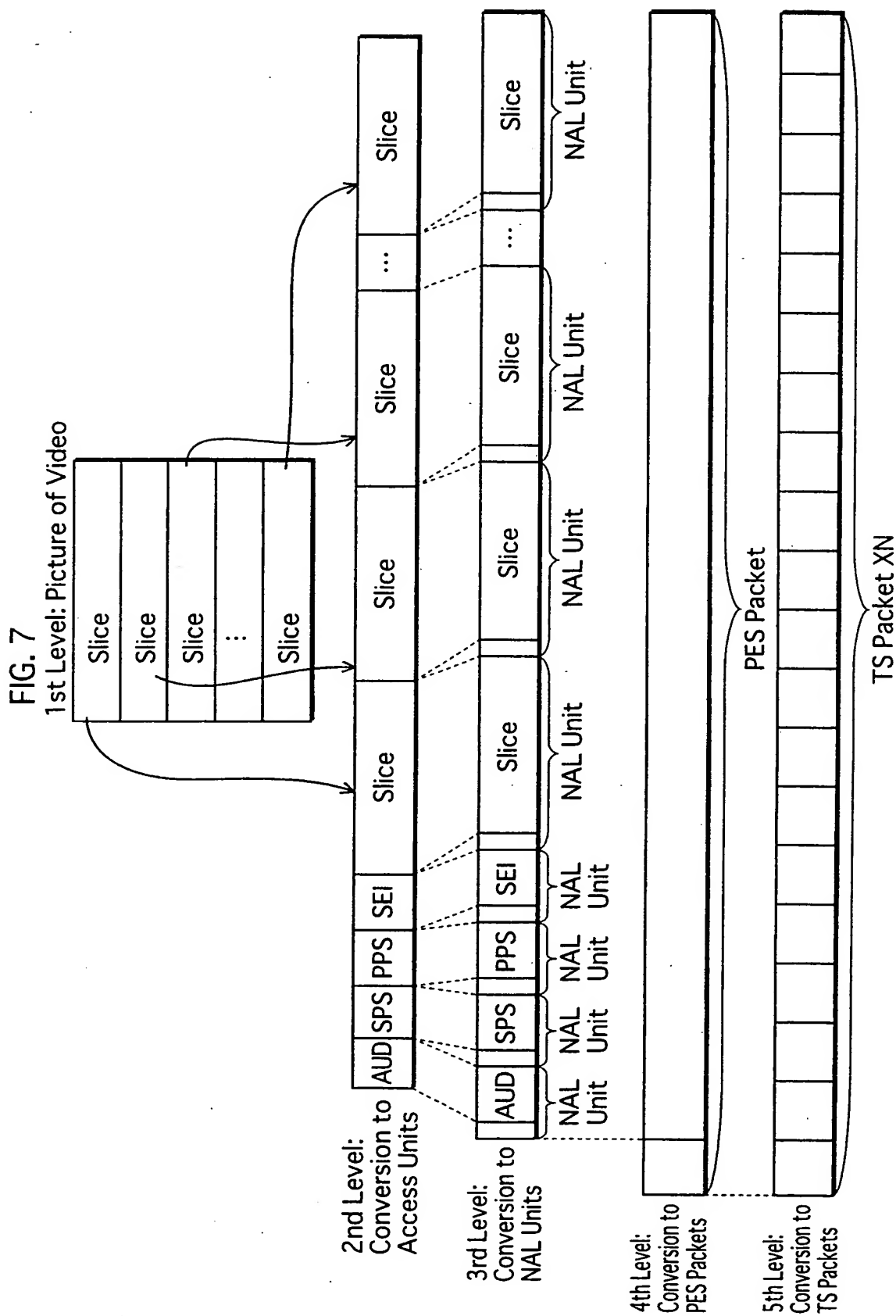


FIG. 8

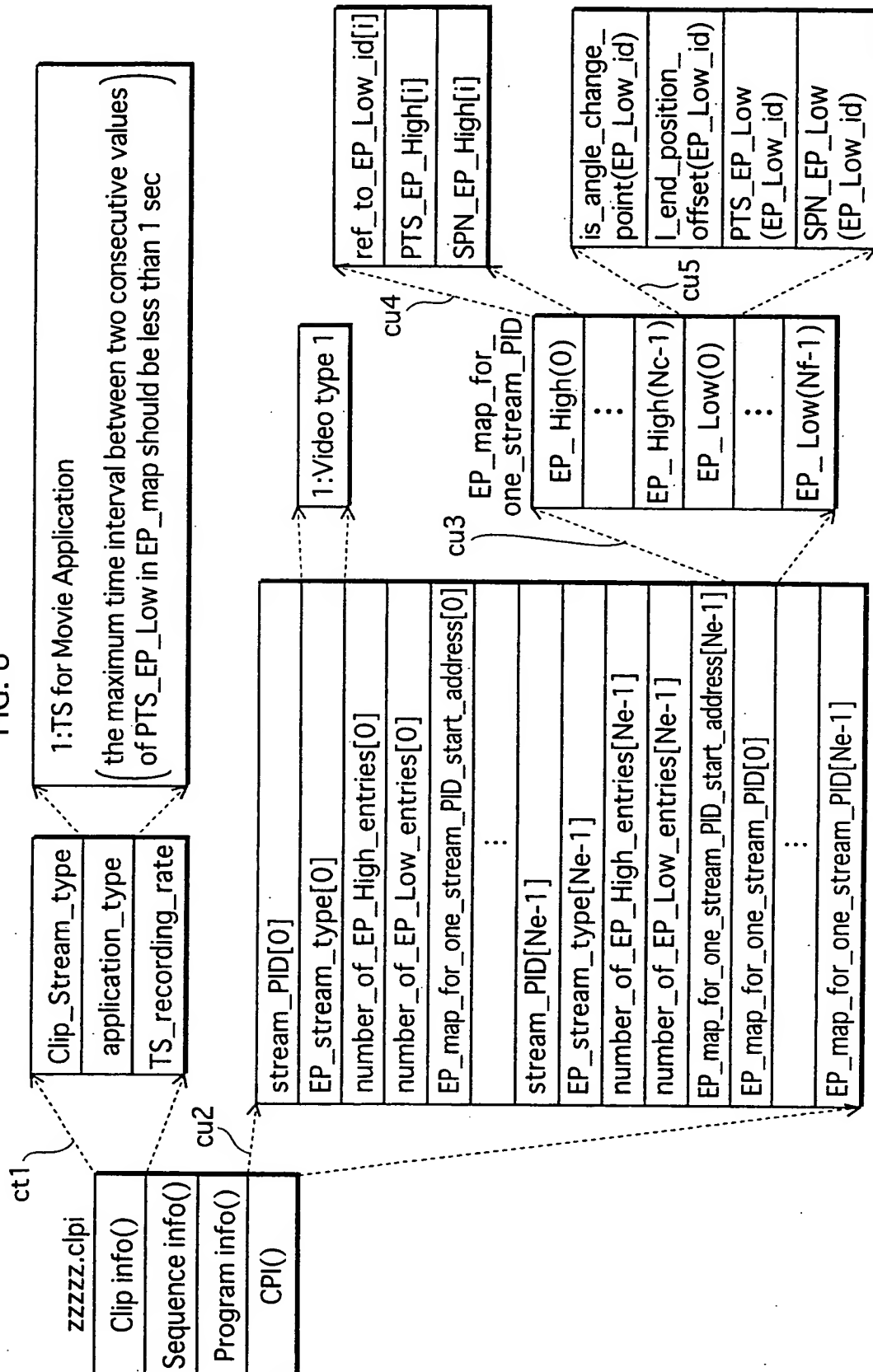


FIG. 10

EP_Low(0)~(Nf-1)				EP_High(0)~(Nc-1)			
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮
is_angle_change_point (i)=1	PTS_EP_Low LSBs of (i) = t1	SPN_EP_Low LSBs of (i) = n1		Reference Value to ref_to _EP_Low_id(A) = EP_Low(i)	Common MSBs of PTS_EP _High(A) = t1, t2, t3, t4	Common MSBs of SPN_EP _High(A) = n1, n2, n3, n4	
is_angle_change_point (i+1)=0	PTS_EP_Low LSBs of (i+1) = t2	SPN_EP_Low LSBs of (i+1) = n2		ref_to_EP _Low_id (A+1)	PTS_EP_ High(A+1)	SPN_EP_ High_(A+1)	
is_angle_change_point (i+2)=1	PTS_EP_Low LSBs of (i+2) = t3	SPN_EP_Low LSBs of (i+2) = n3		ref_to_EP _Low_id (A+2)	PTS_EP_ High(A+2)	SPN_EP_ High_(A+2)	
is_angle_change_point (i+3)=0	PTS_EP_Low LSBs of (i+3) = t4	SPN_EP_Low LSBs of (i+3) = n4		⋮	⋮	⋮	
⋮	⋮	⋮	⋮				
is_angle_change_point (j)=0	PTS_EP_Low (j)	SPN_EP_Low (j)					
is_angle_change_point (j+1)=0	PTS_EP_Low (j+1)	SPN_EP_Low (j+1)					
is_angle_change_point (j+2)=0	PTS_EP_Low (j+2)	SPN_EP_Low (j+2)					
⋮	⋮	⋮	⋮				
is_angle_change_point (k)=0	PTS_EP_Low (k)	SPN_EP_Low (k)					
is_angle_change_point (k+1)=0	PTS_EP_Low (k+1)	SPN_EP_Low (k+1)					
is_angle_change_point (k+2)=0	PTS_EP_Low (k+2)	SPN_EP_Low (k+2)					
⋮	⋮	⋮	⋮				

FIG. 11

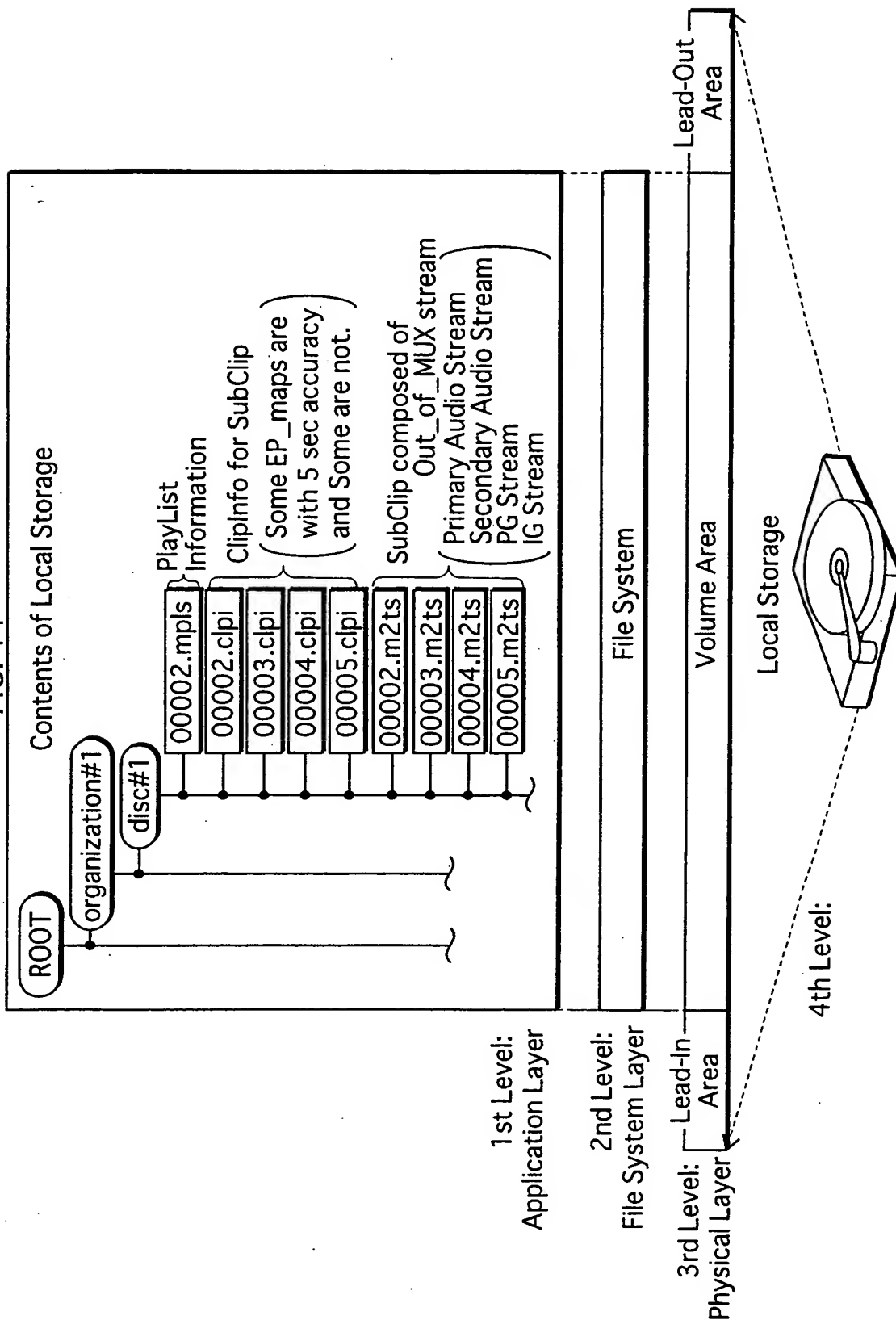
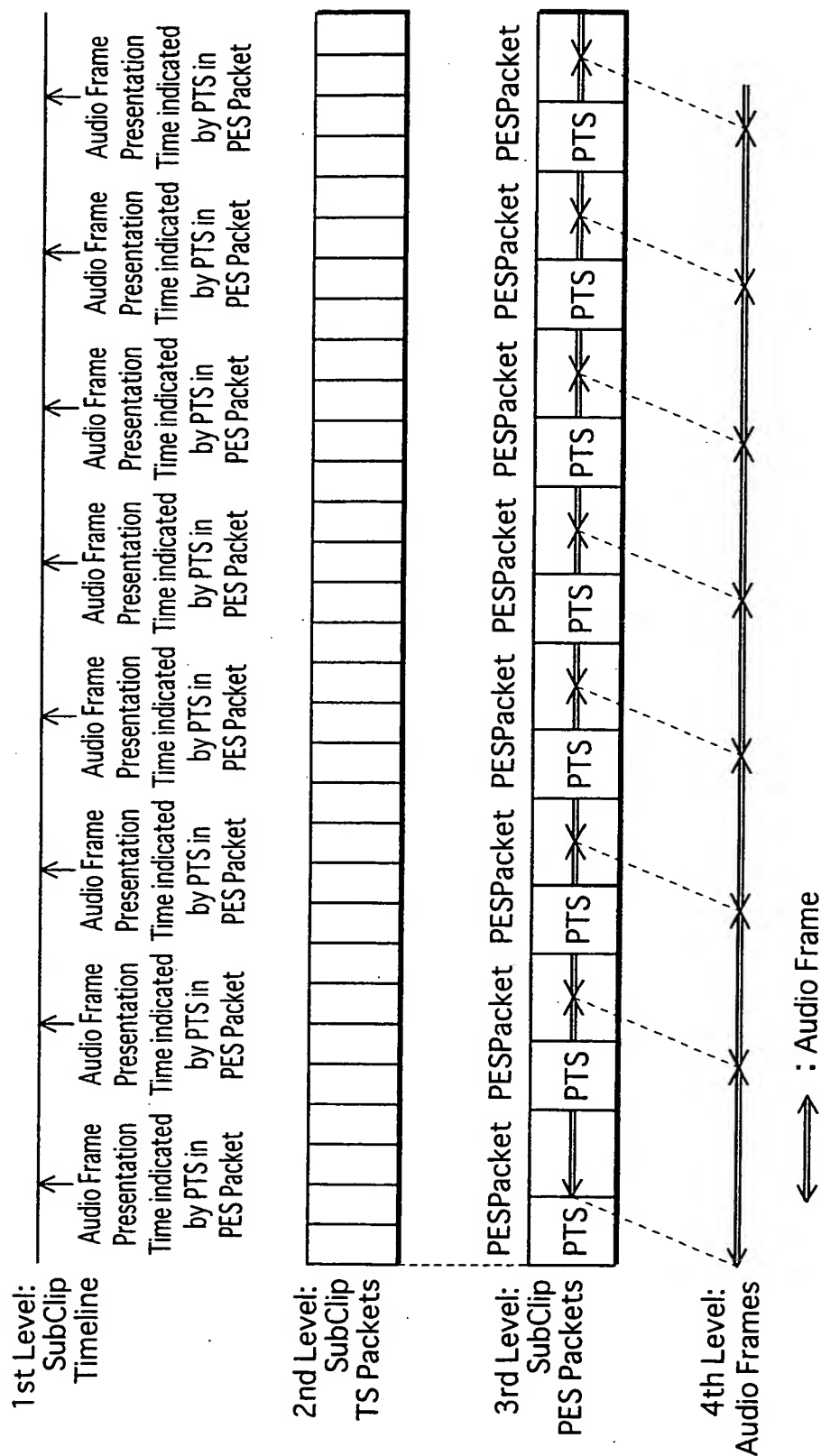


FIG. 12



Epoch Start
Acquisition Point
Epoch Continue
Normal Case

FIG. 15

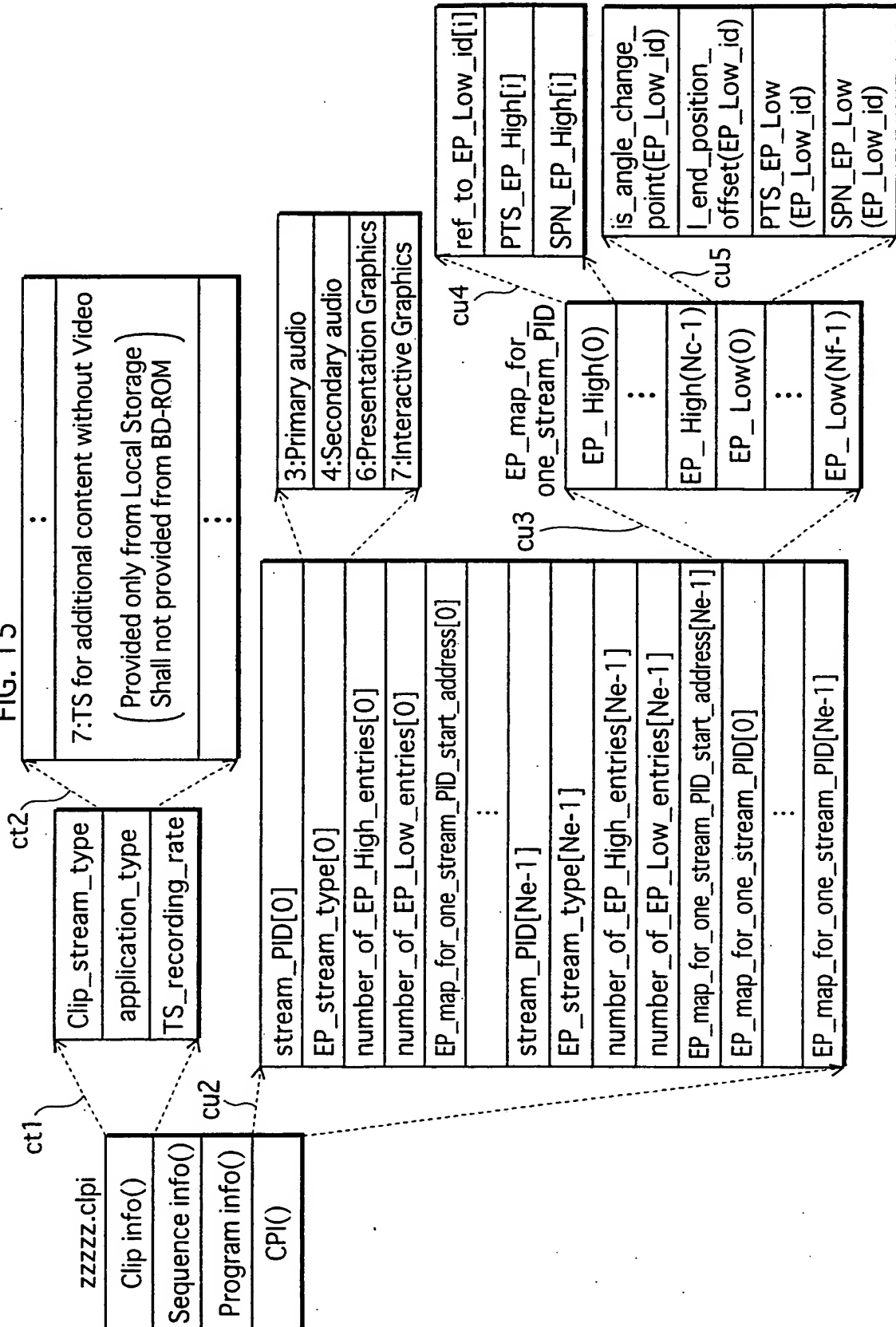


FIG. 16

application_type is set to 7 and EP_stream_type(k) is set to 3(Primary audio) or 4(Secondary audio), the maximum interval between two consecutive EP_Low entries in EP_map Shall be 256kByte or five second, whichever shorter

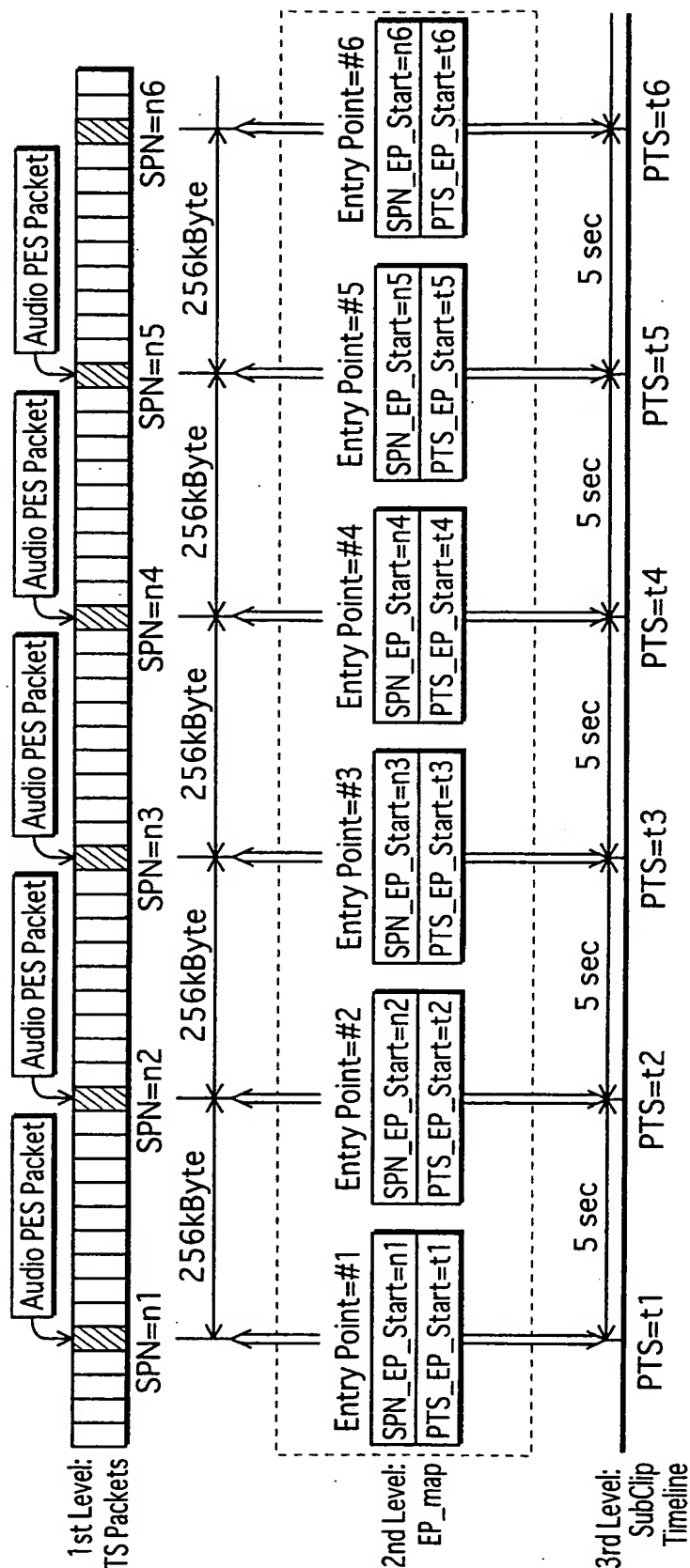


FIG. 17

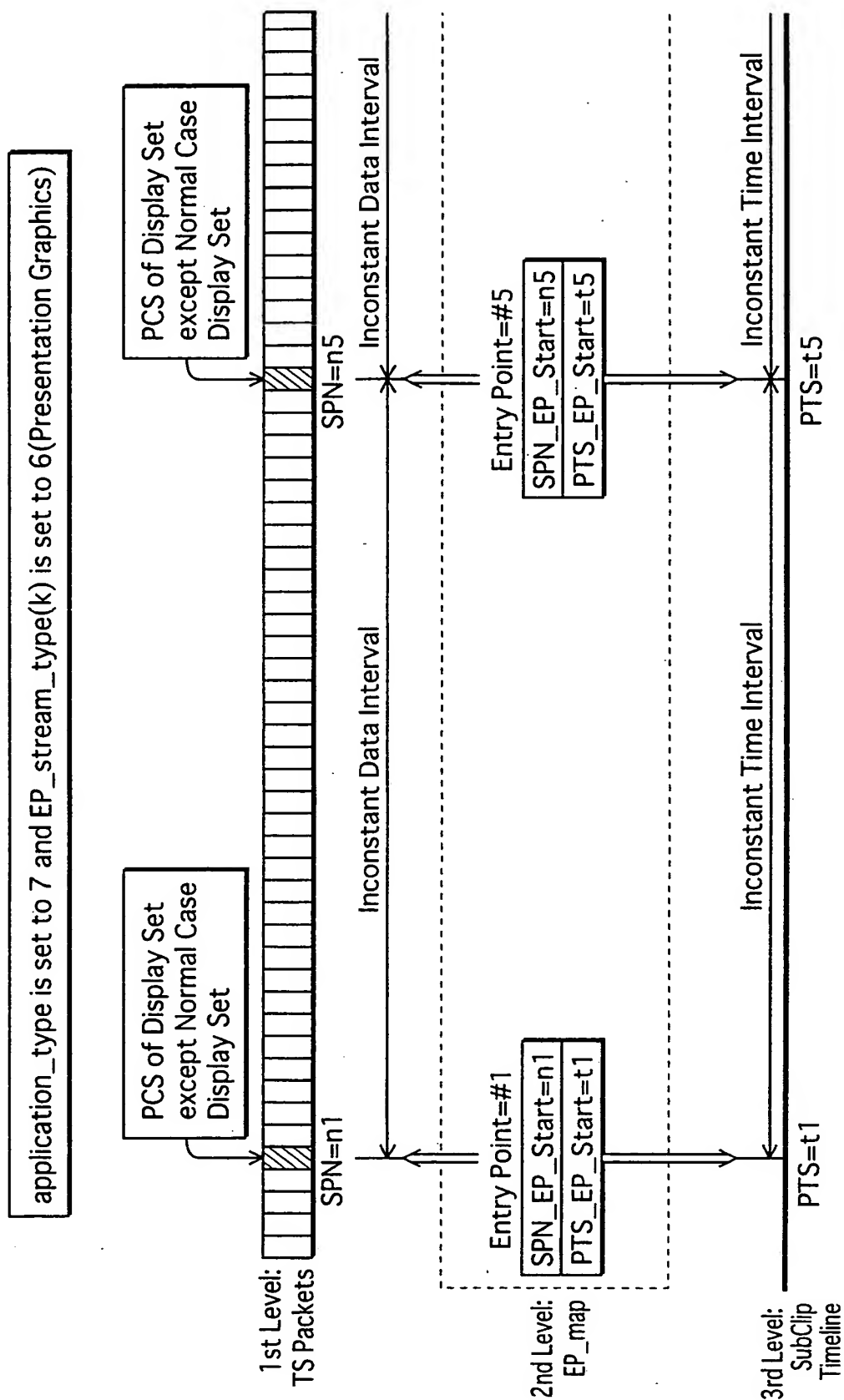


FIG. 18

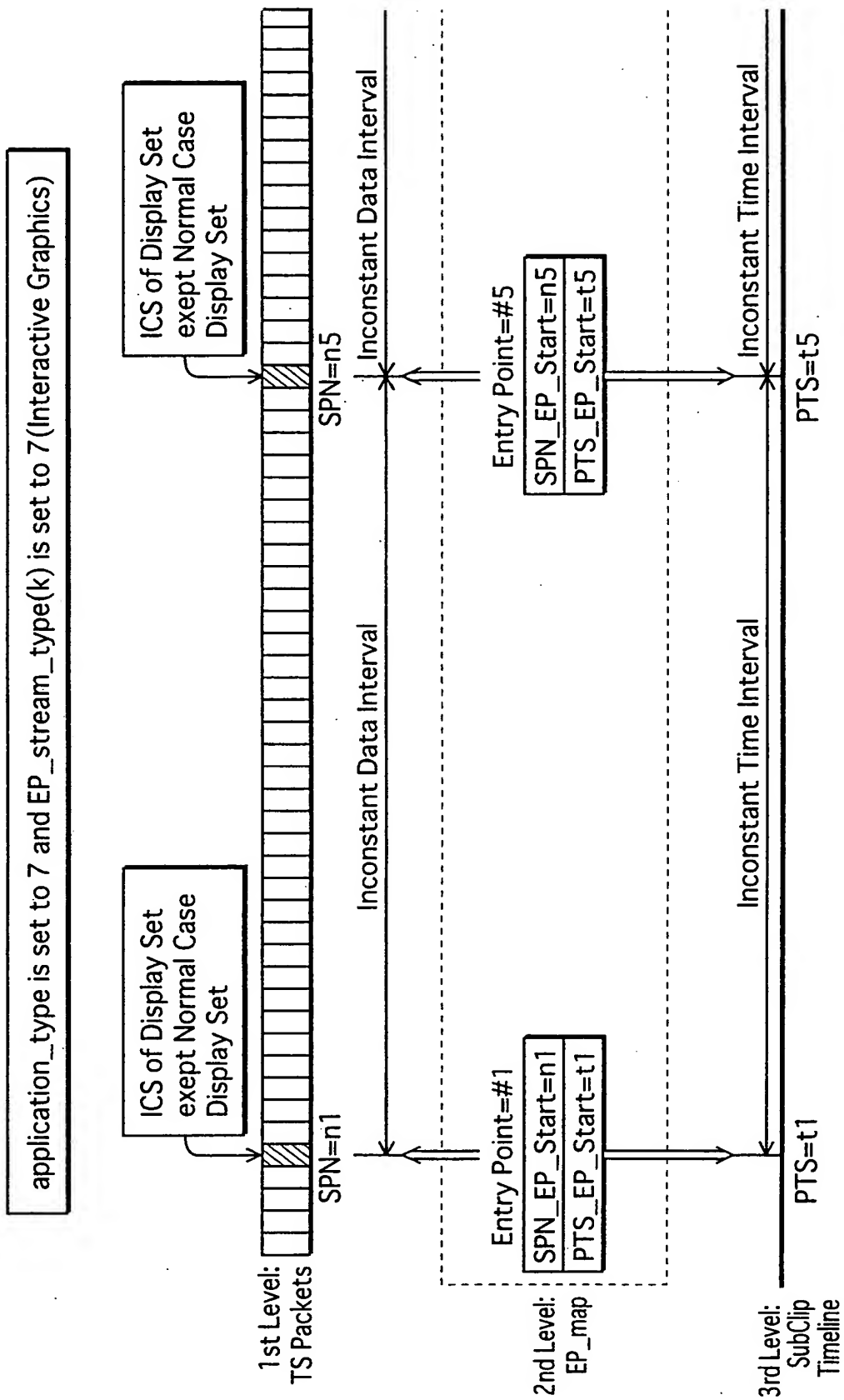


FIG. 19

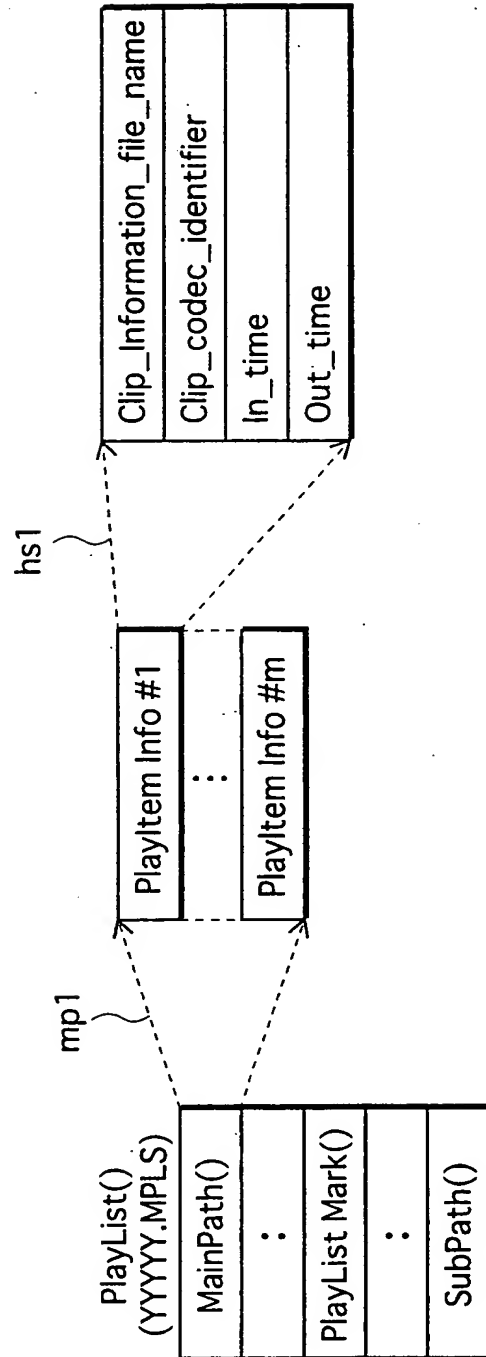


FIG. 21

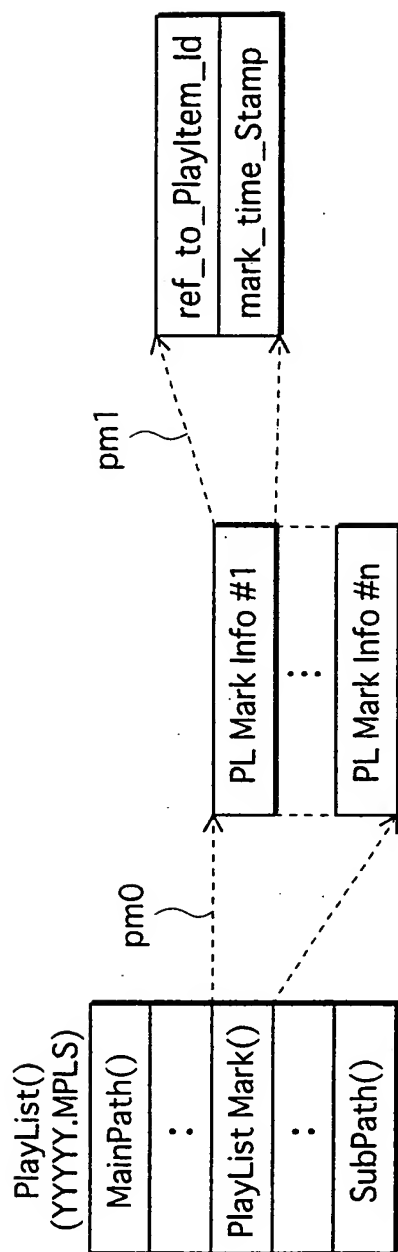


FIG. 22

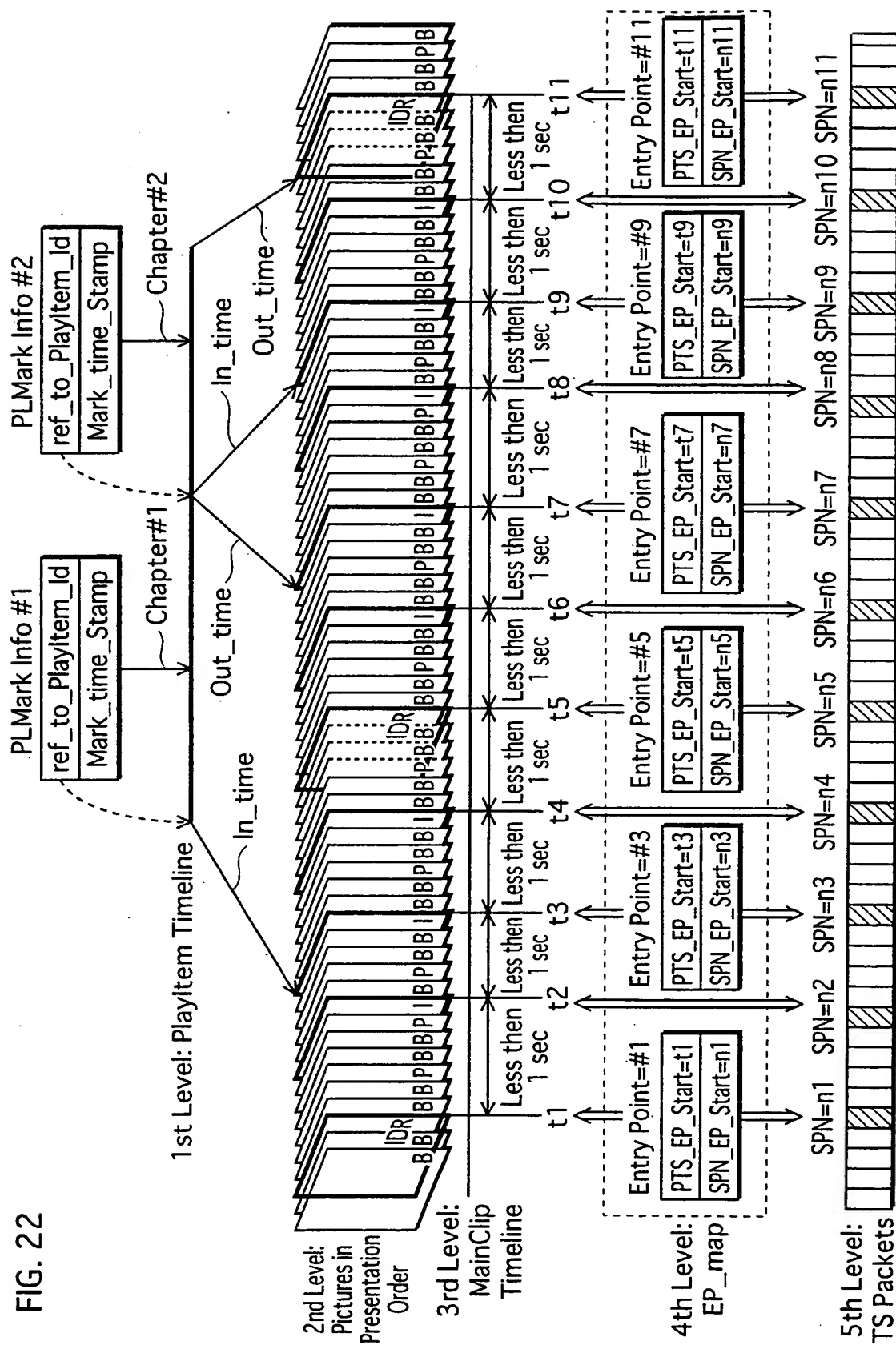


FIG. 23

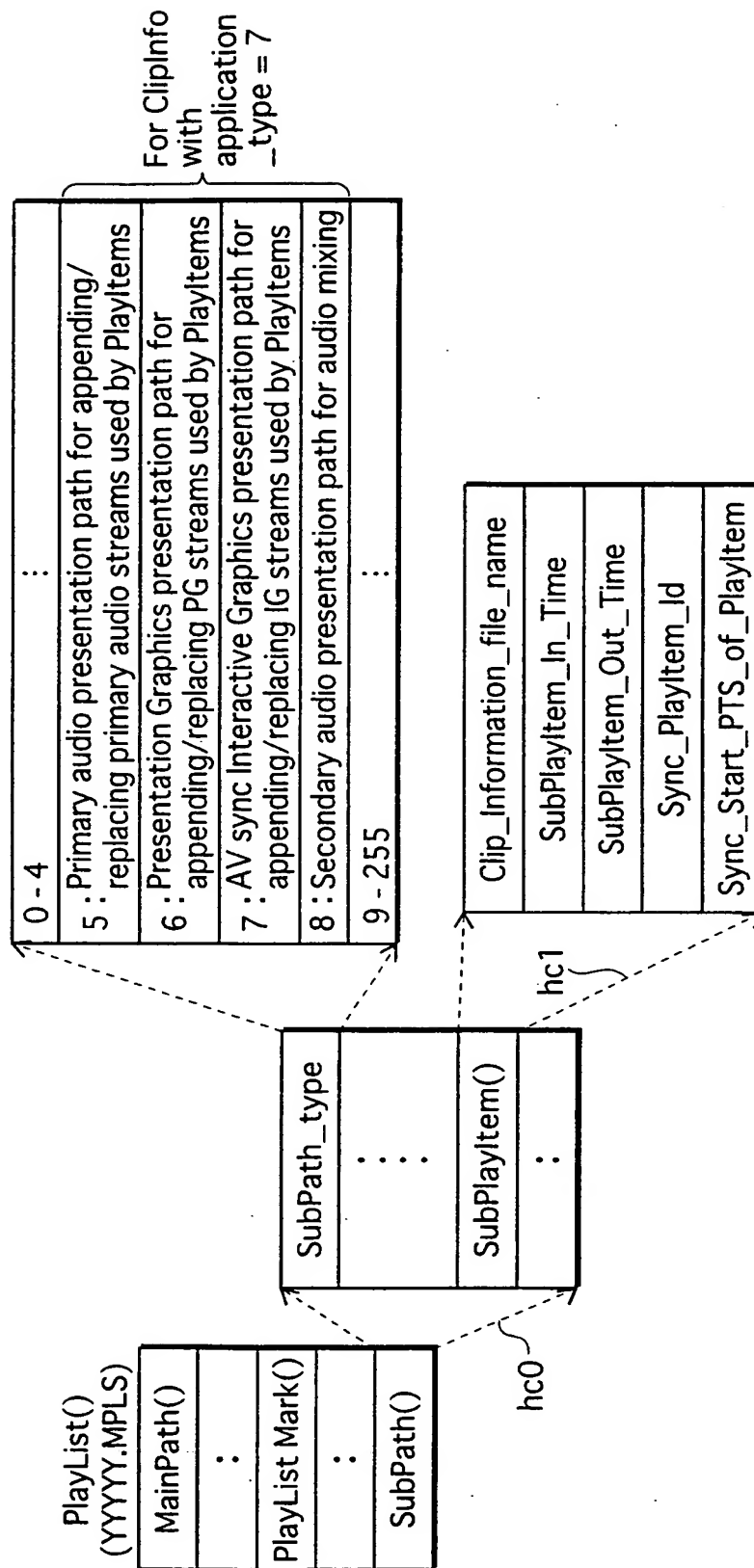


FIG. 24

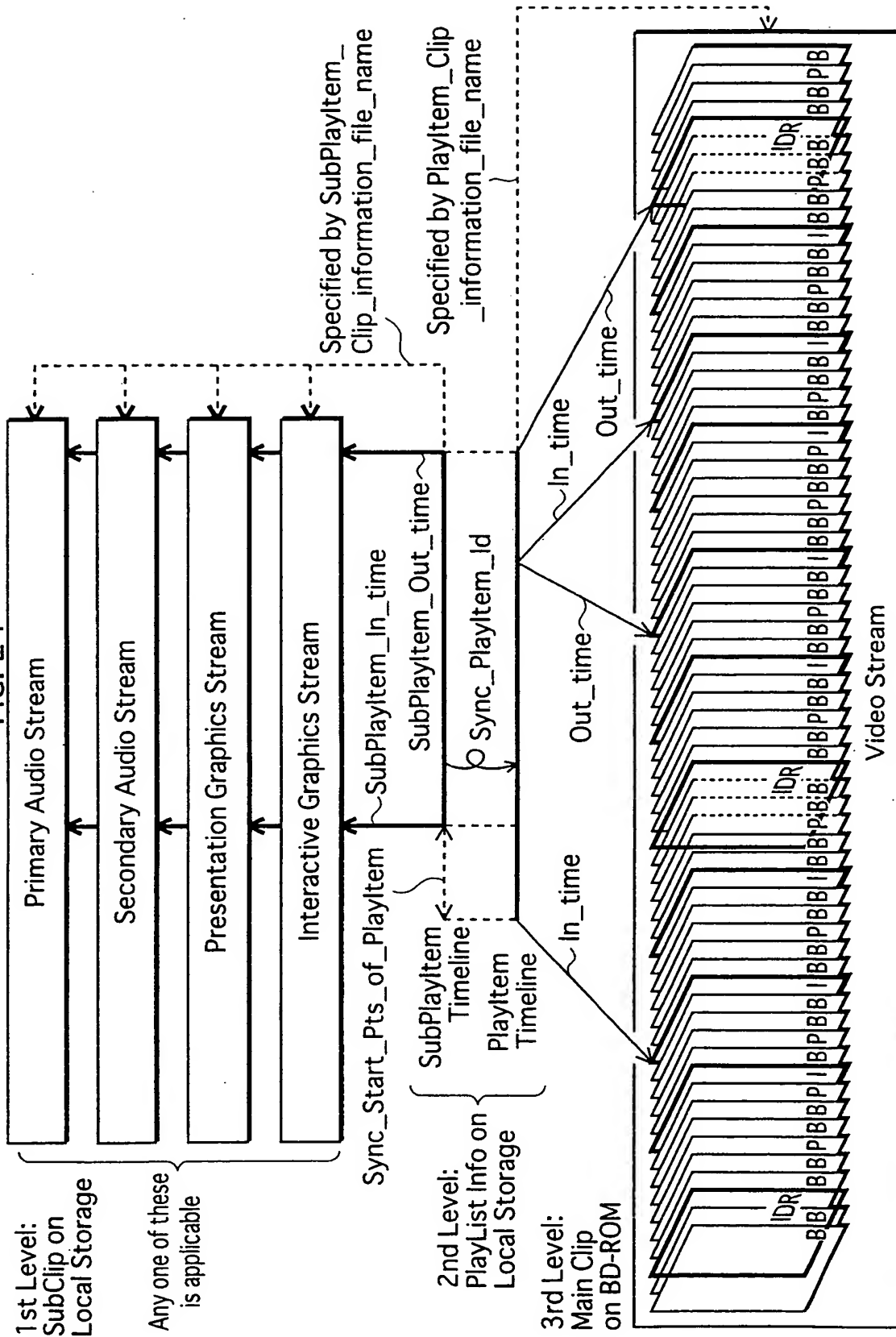


FIG. 27

SubPlayItem. SubPath_type	Clip_Info. Application_type	CPI. EP_Stream_type
5: Primary audio presentation path for appending/replacing primary audio streams used by PlayItems	7: TS for additional Content Without Video	3: Primary audio
6: Presentation Graphics presentation path for appending/replacing PG streams used by PlayItems		6: Presentation Graphics
7: AV sync Interactive Graphics presentation path for appending/replacing IG streams used by PlayItems		7: Interactive Graphics
8: Secondary audio presentation path for audio mixing		4: Secondary Audio

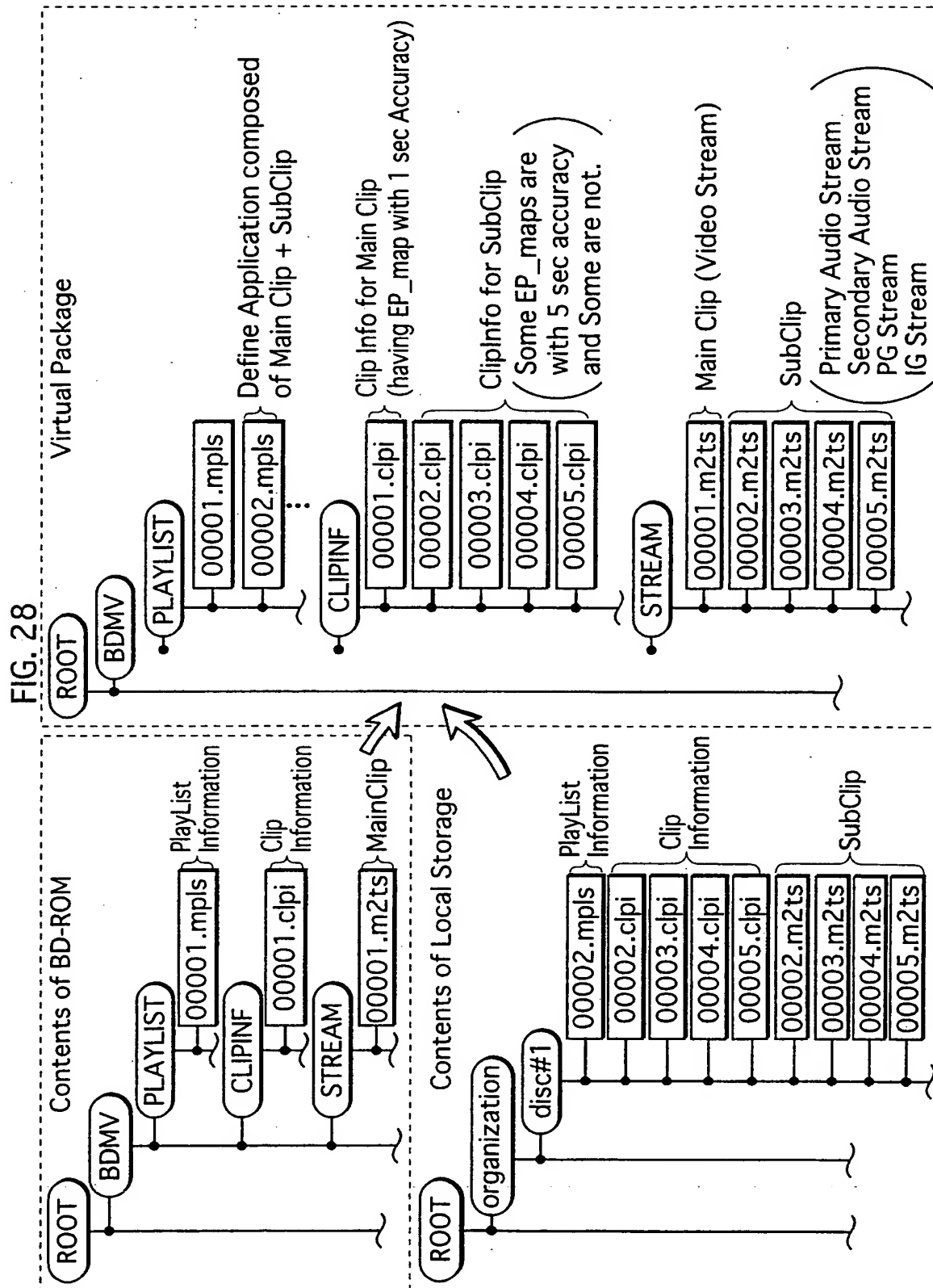


FIG. 29

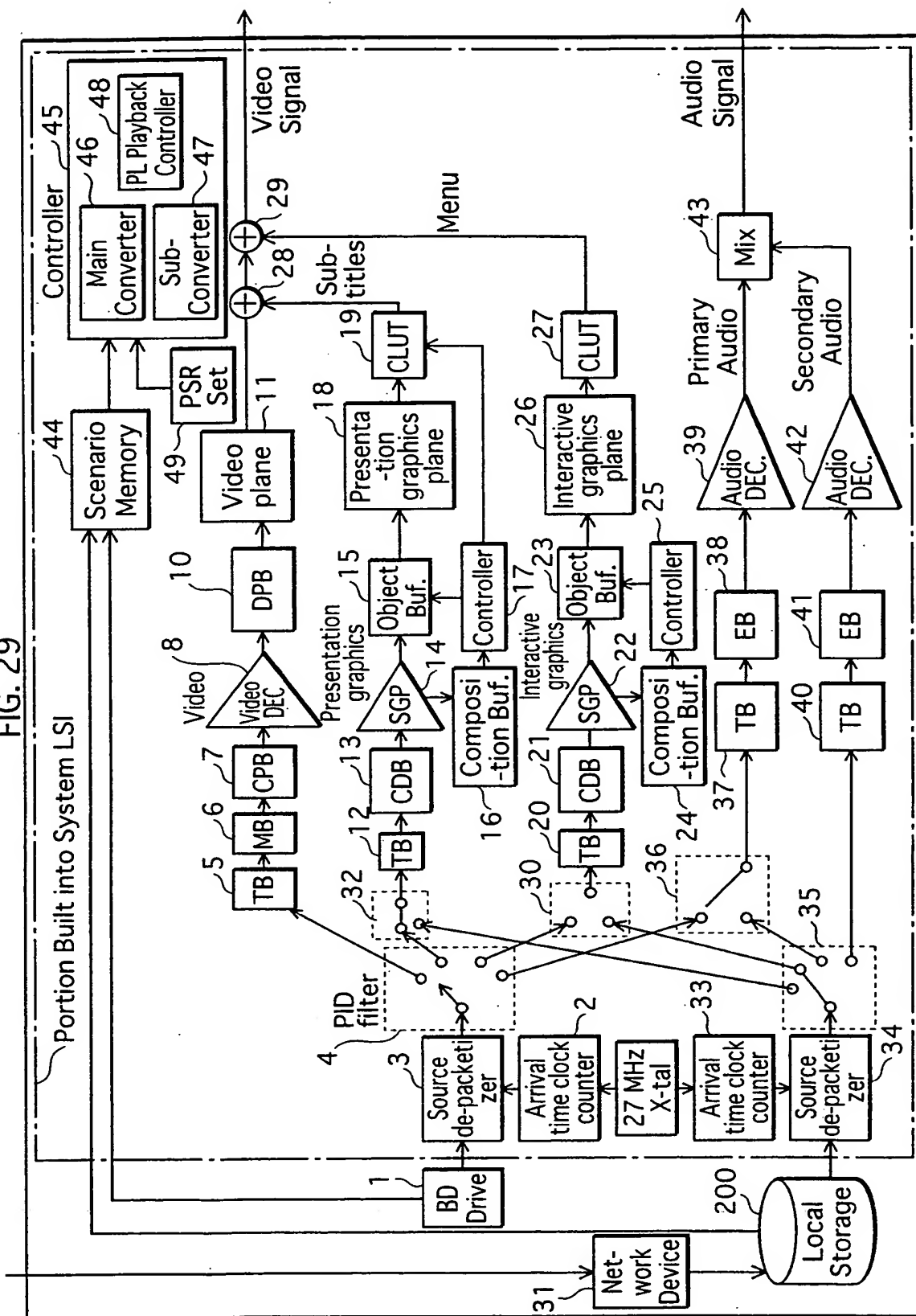


FIG. 30

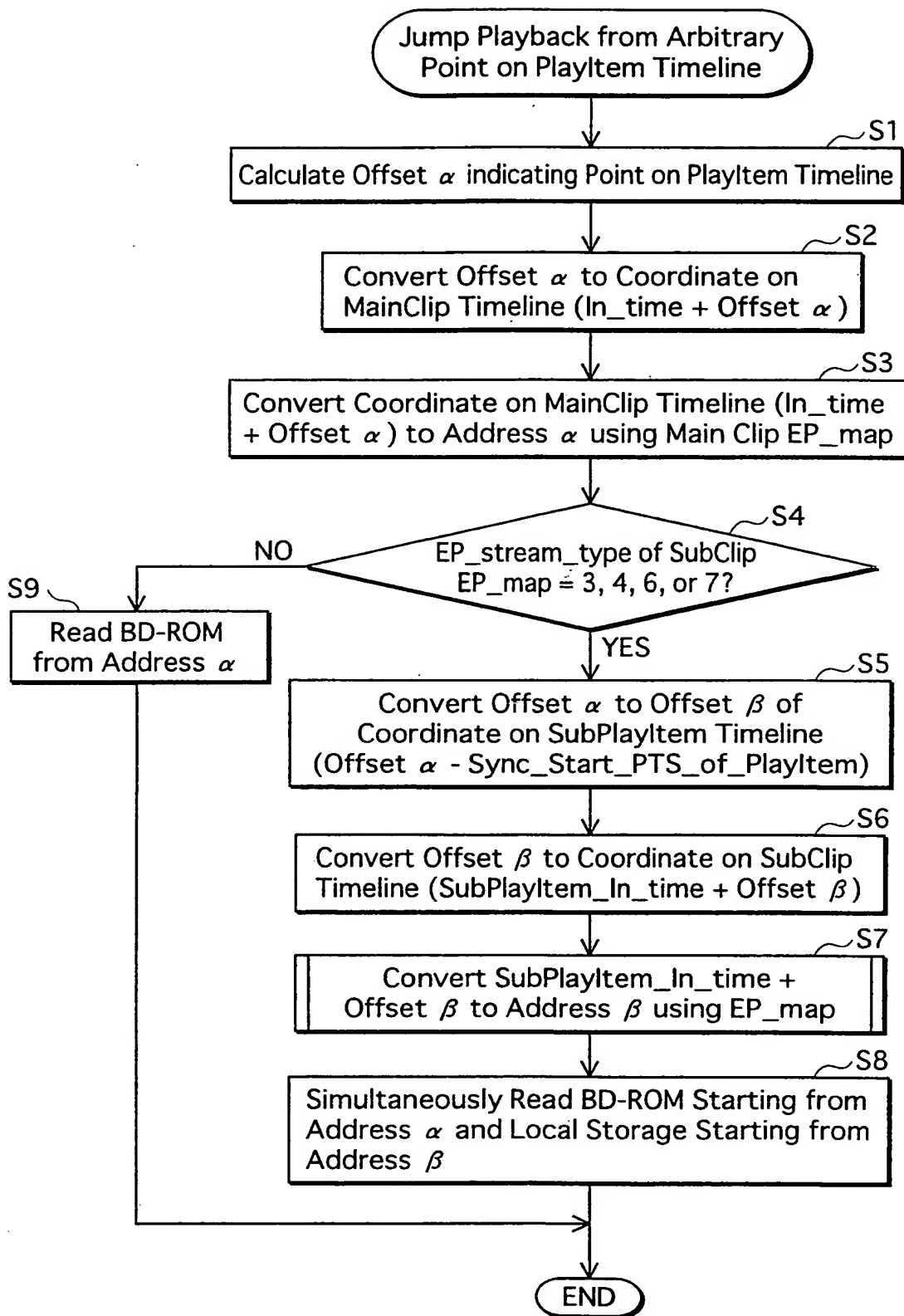


FIG. 31

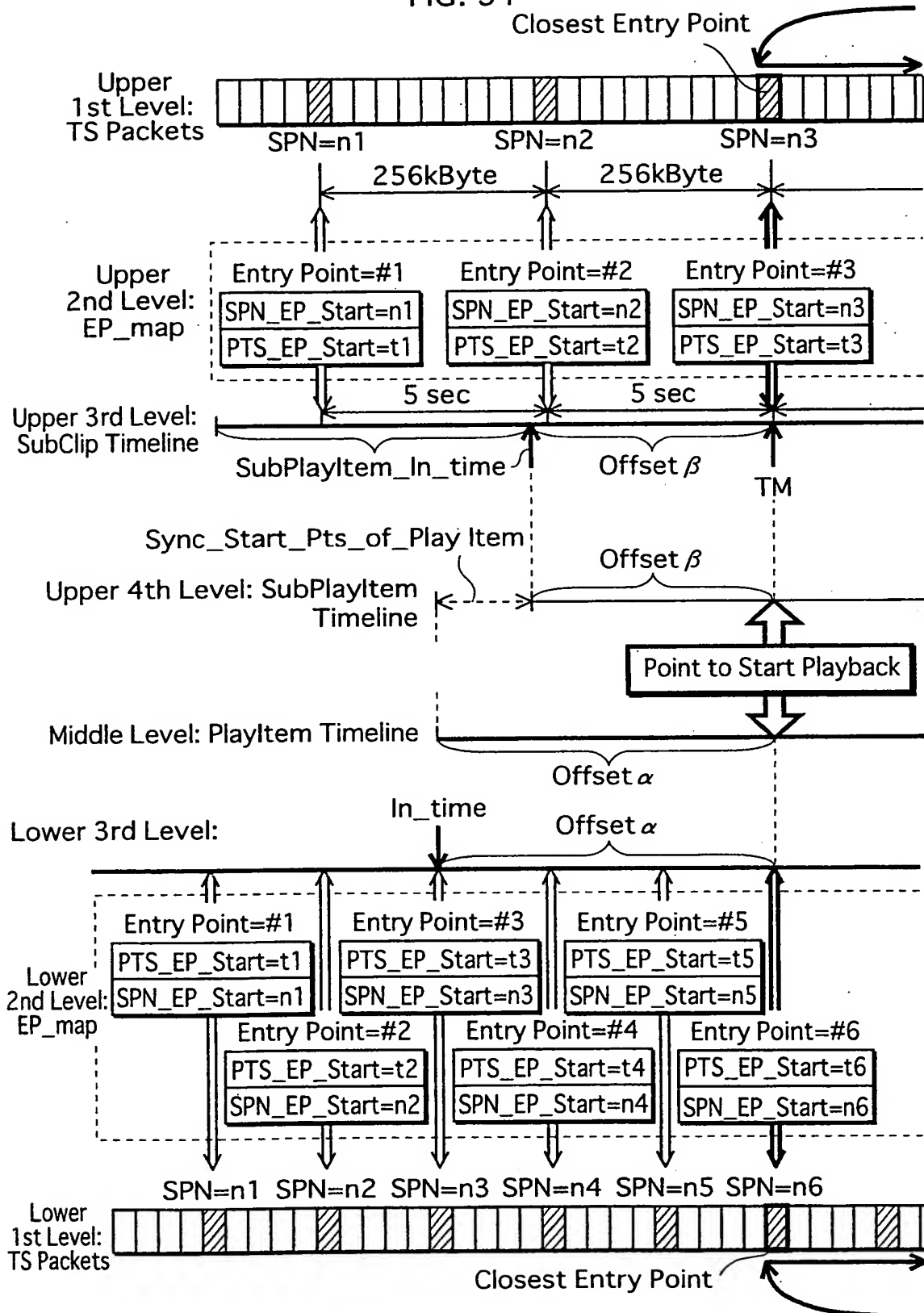


FIG. 32

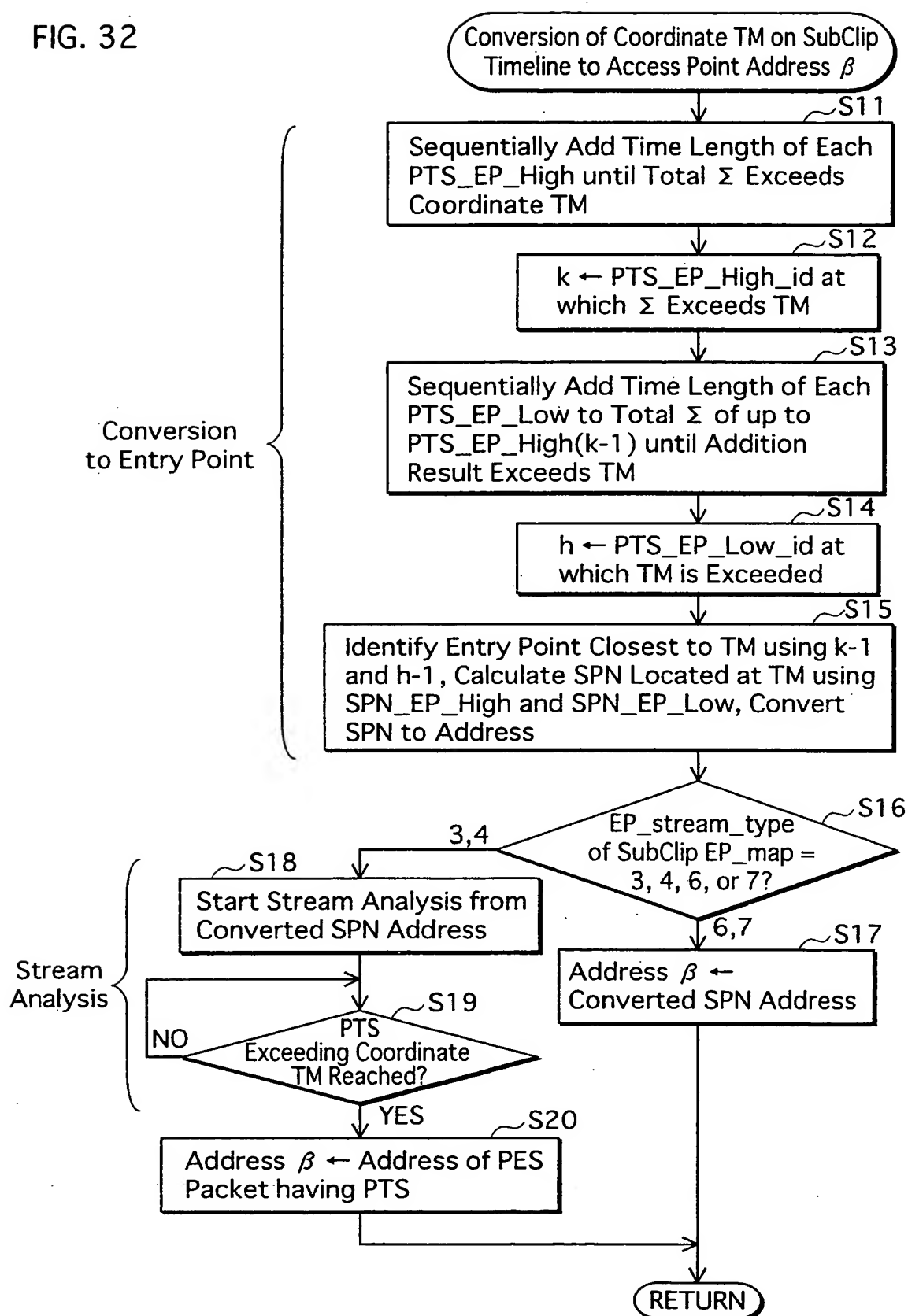


FIG. 33

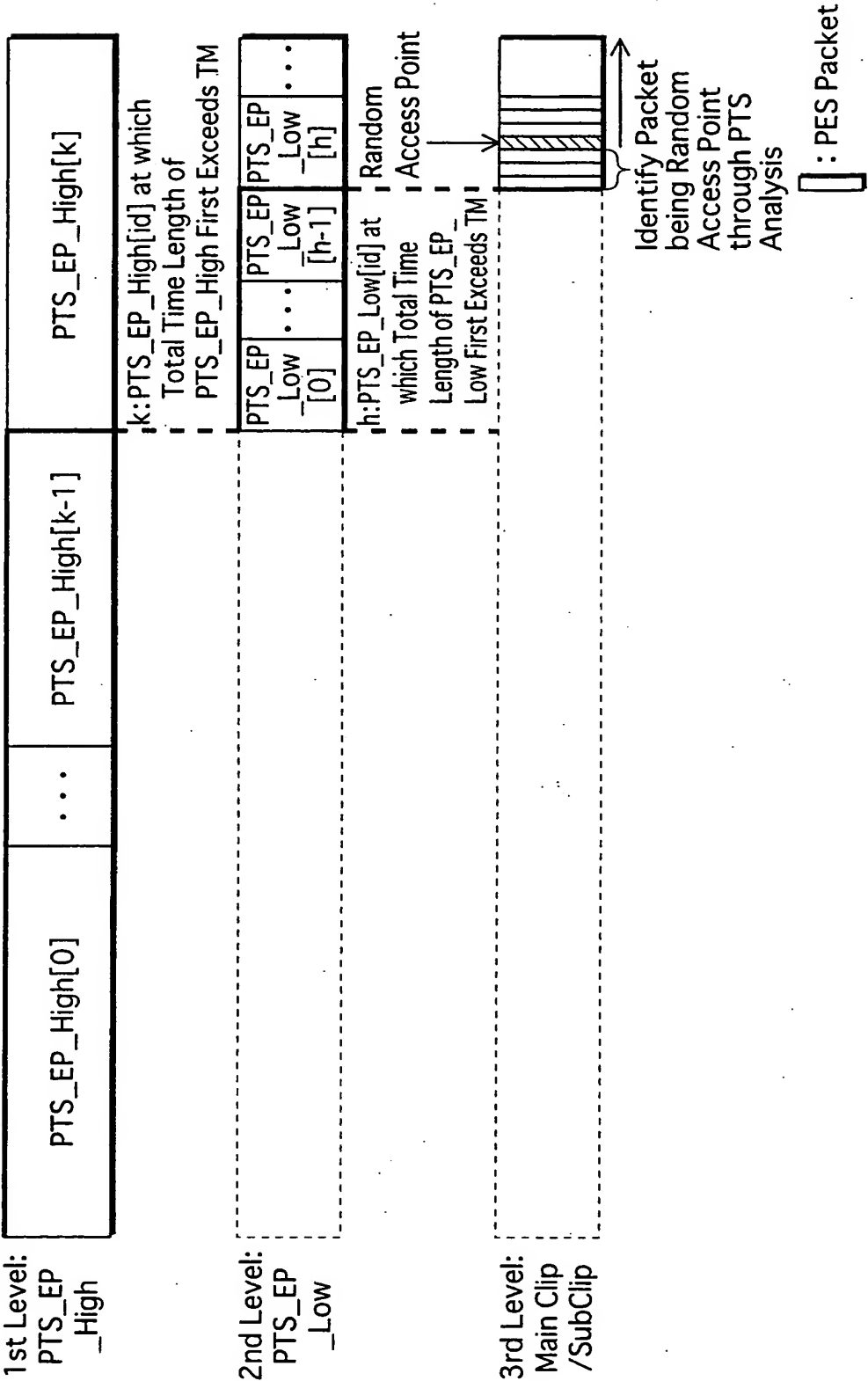


FIG. 34

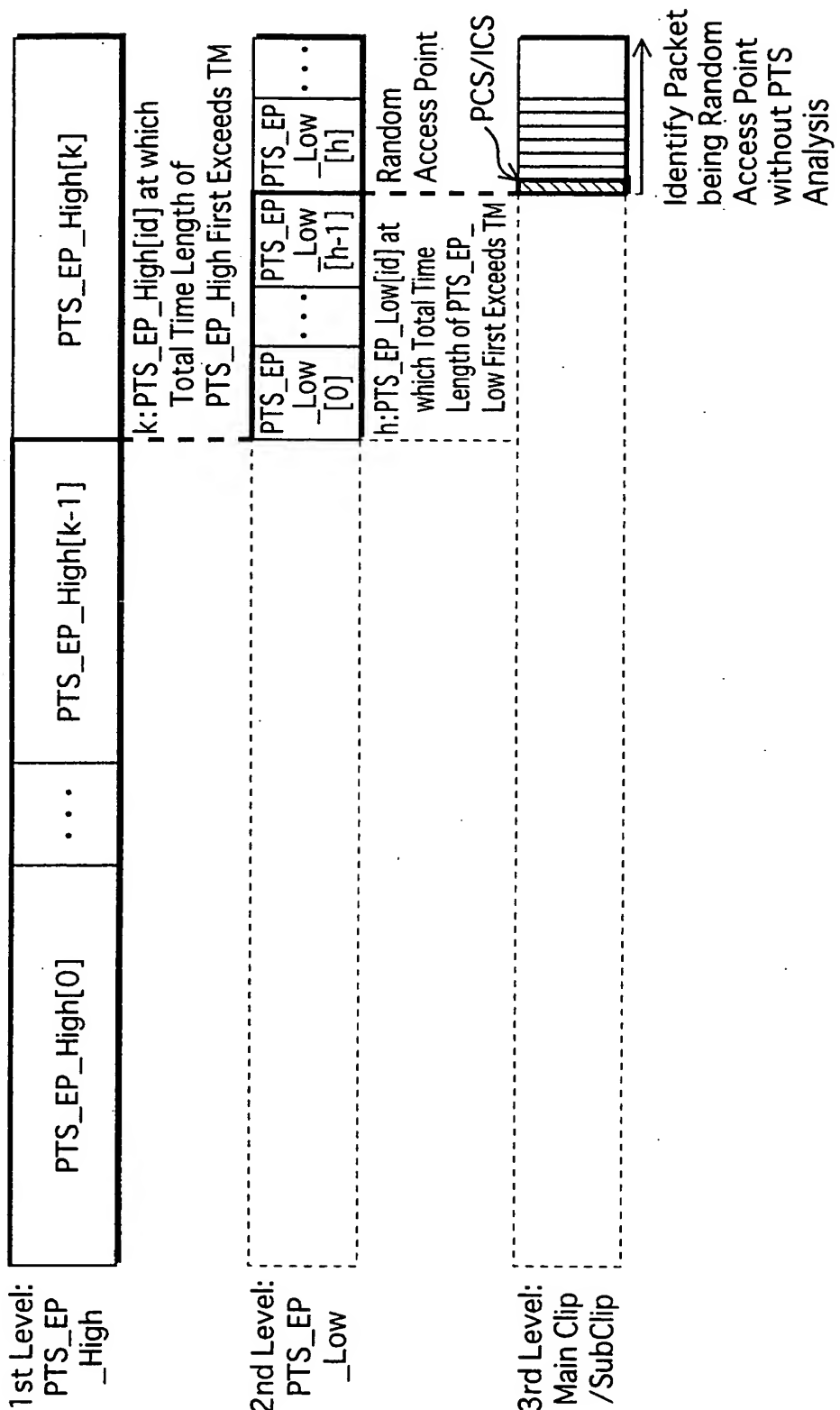


FIG. 35

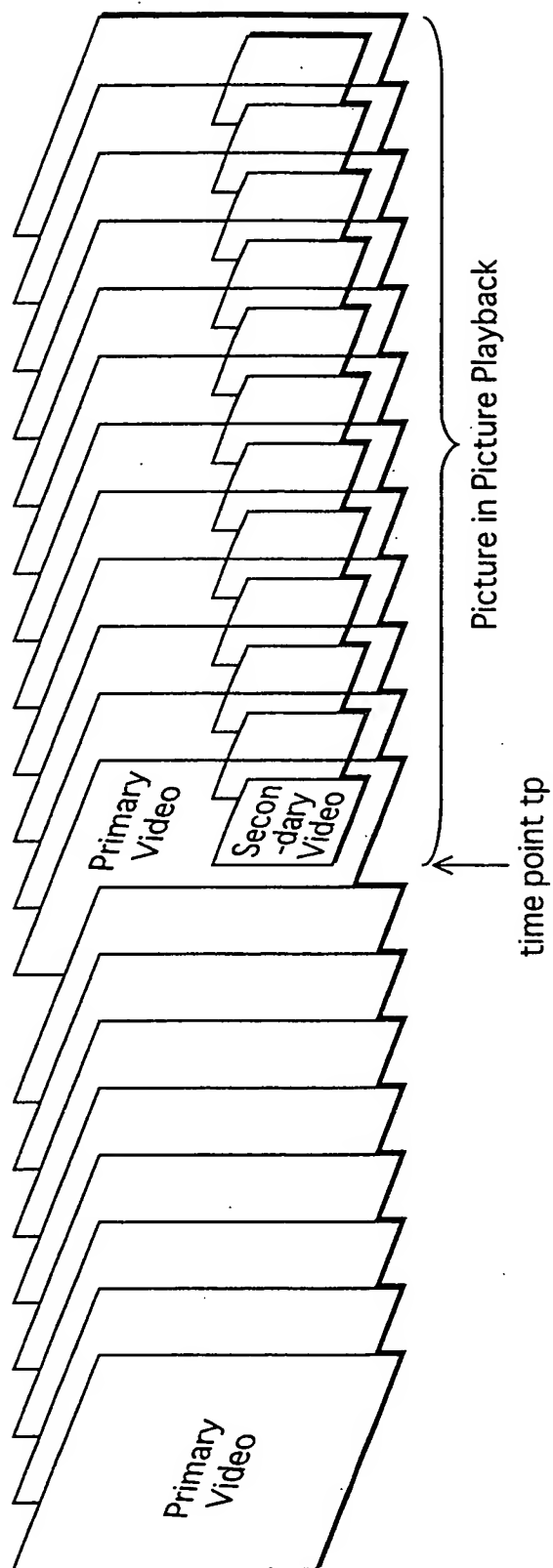


FIG. 36A

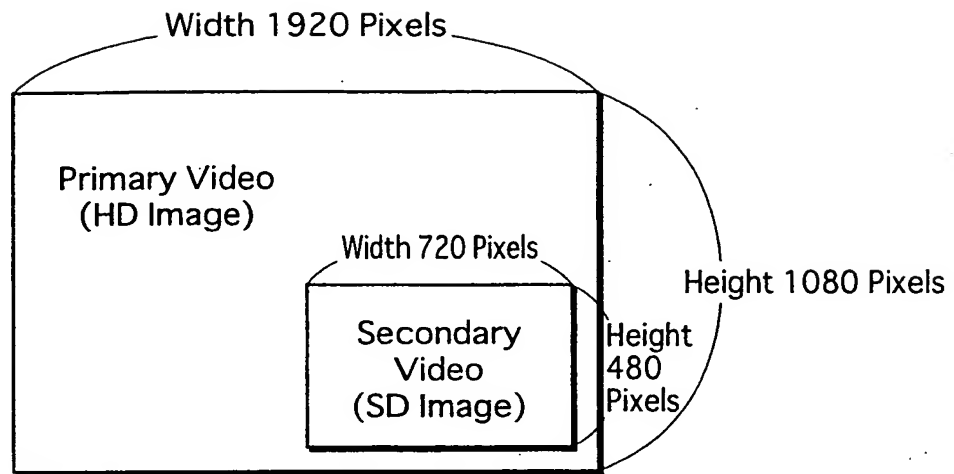


FIG. 36B

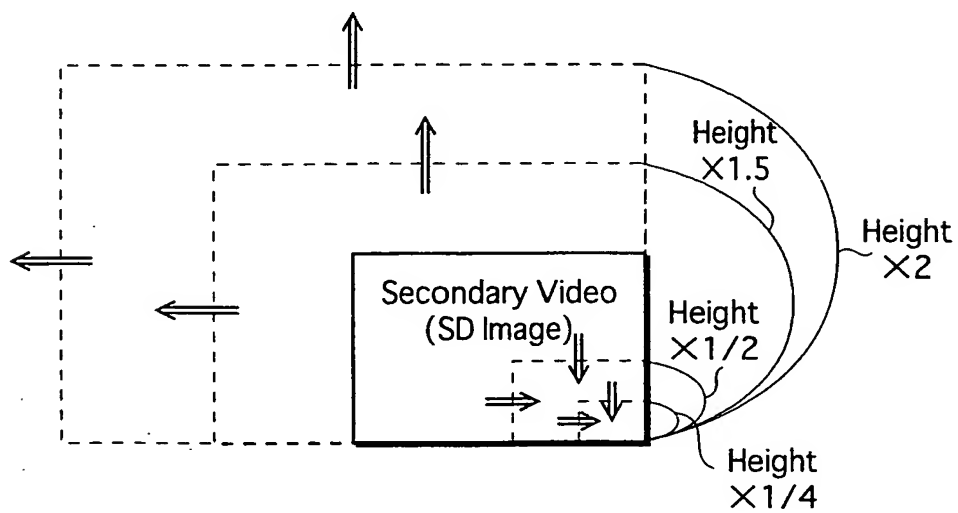
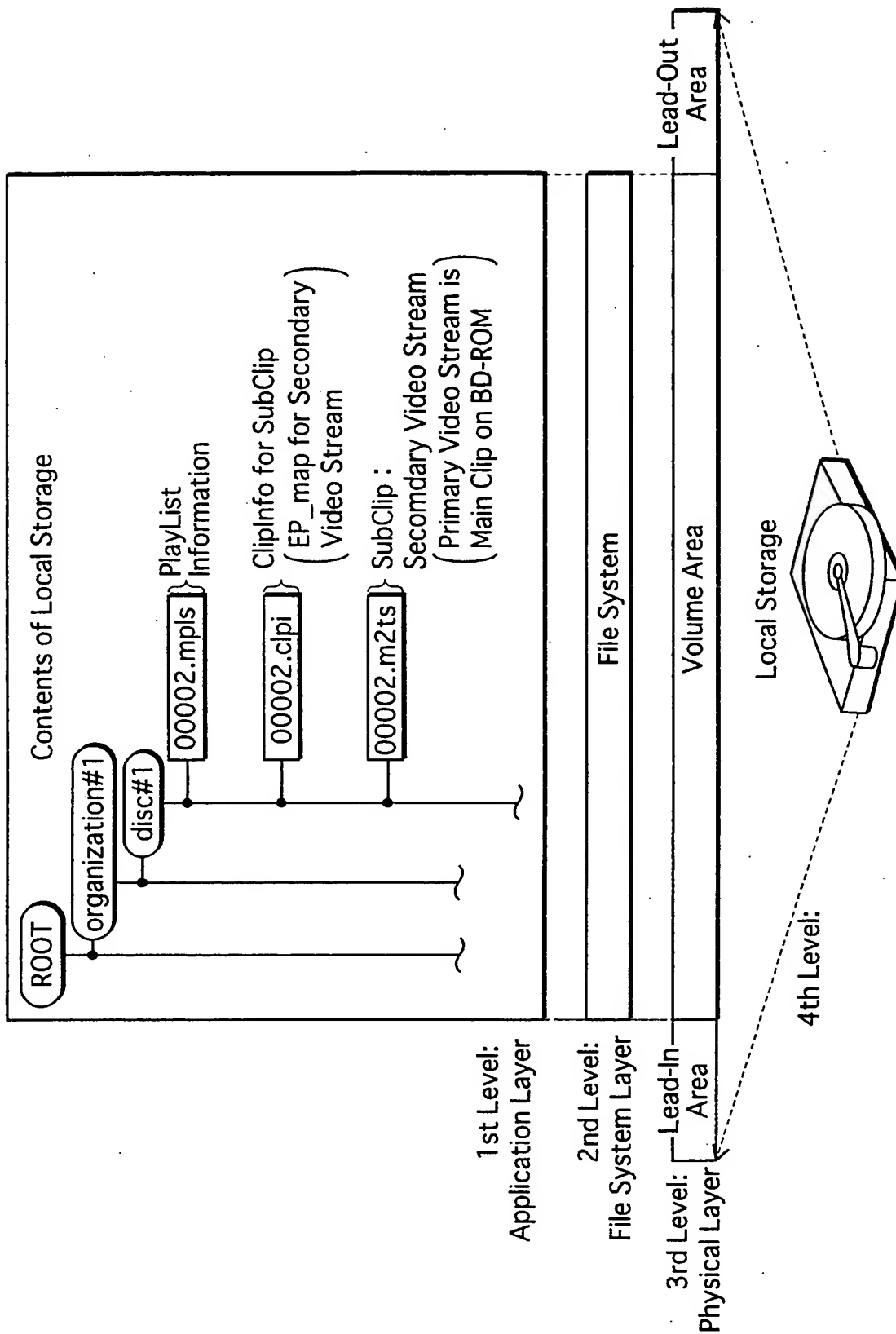


FIG. 37



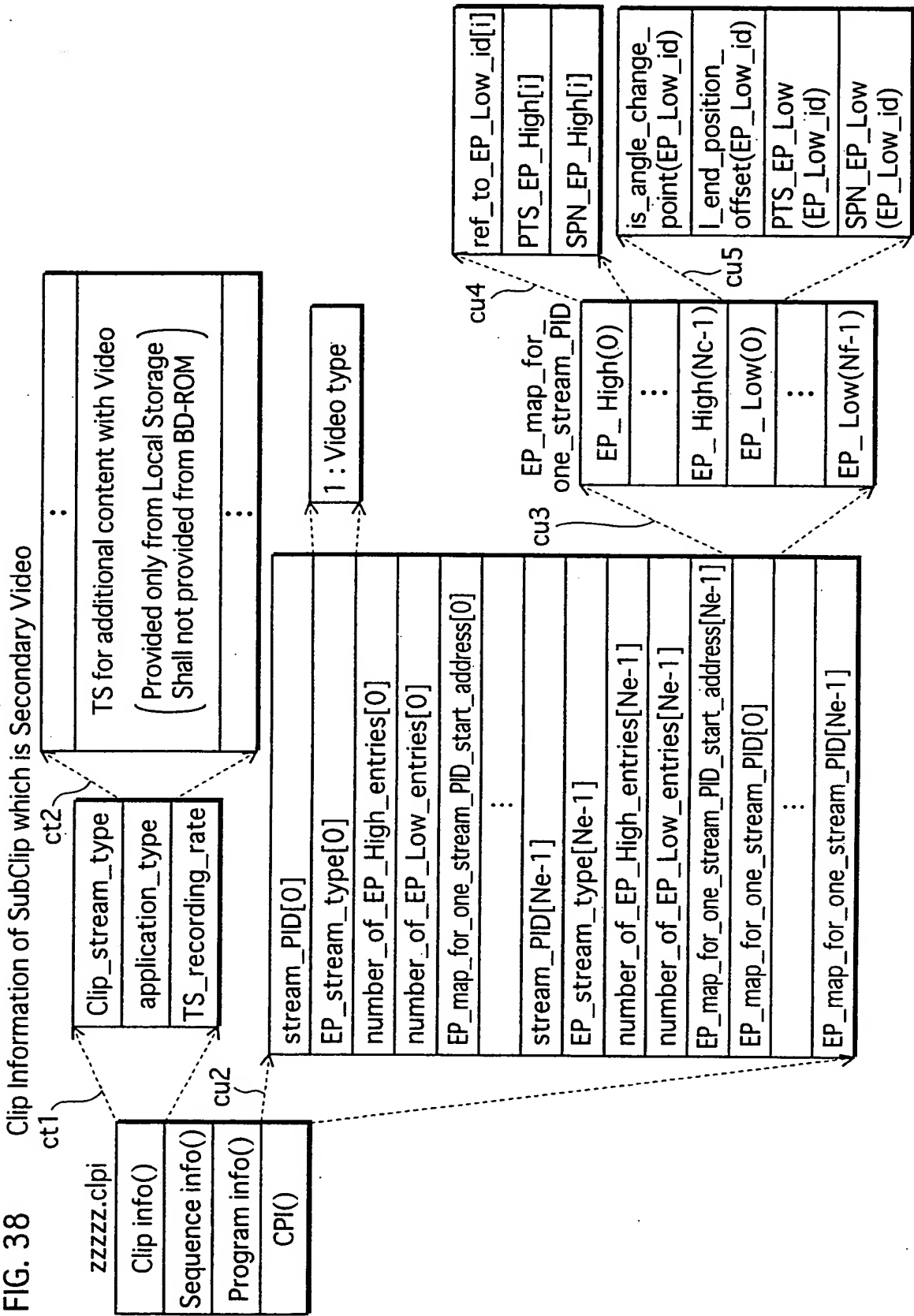


FIG. 39

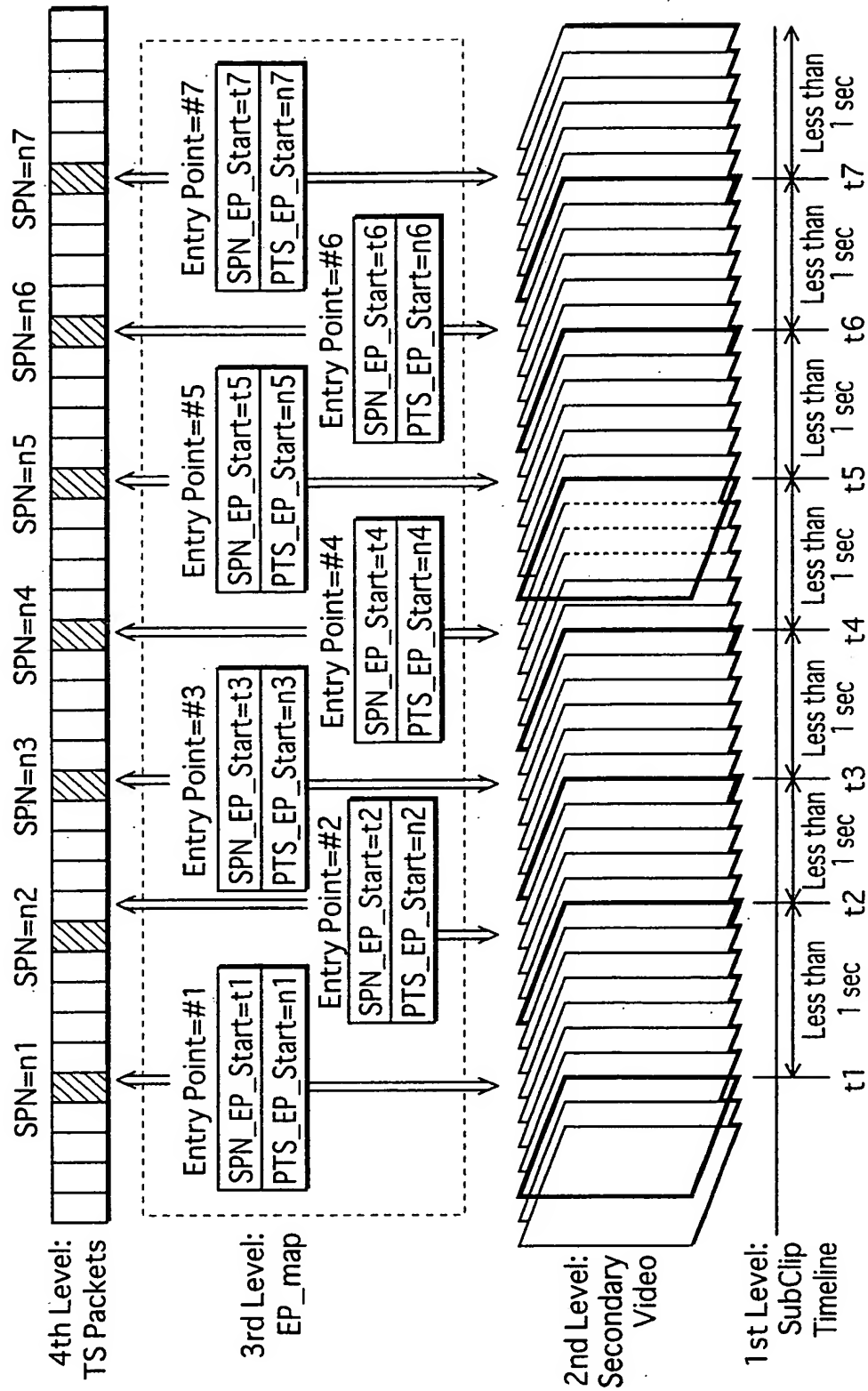
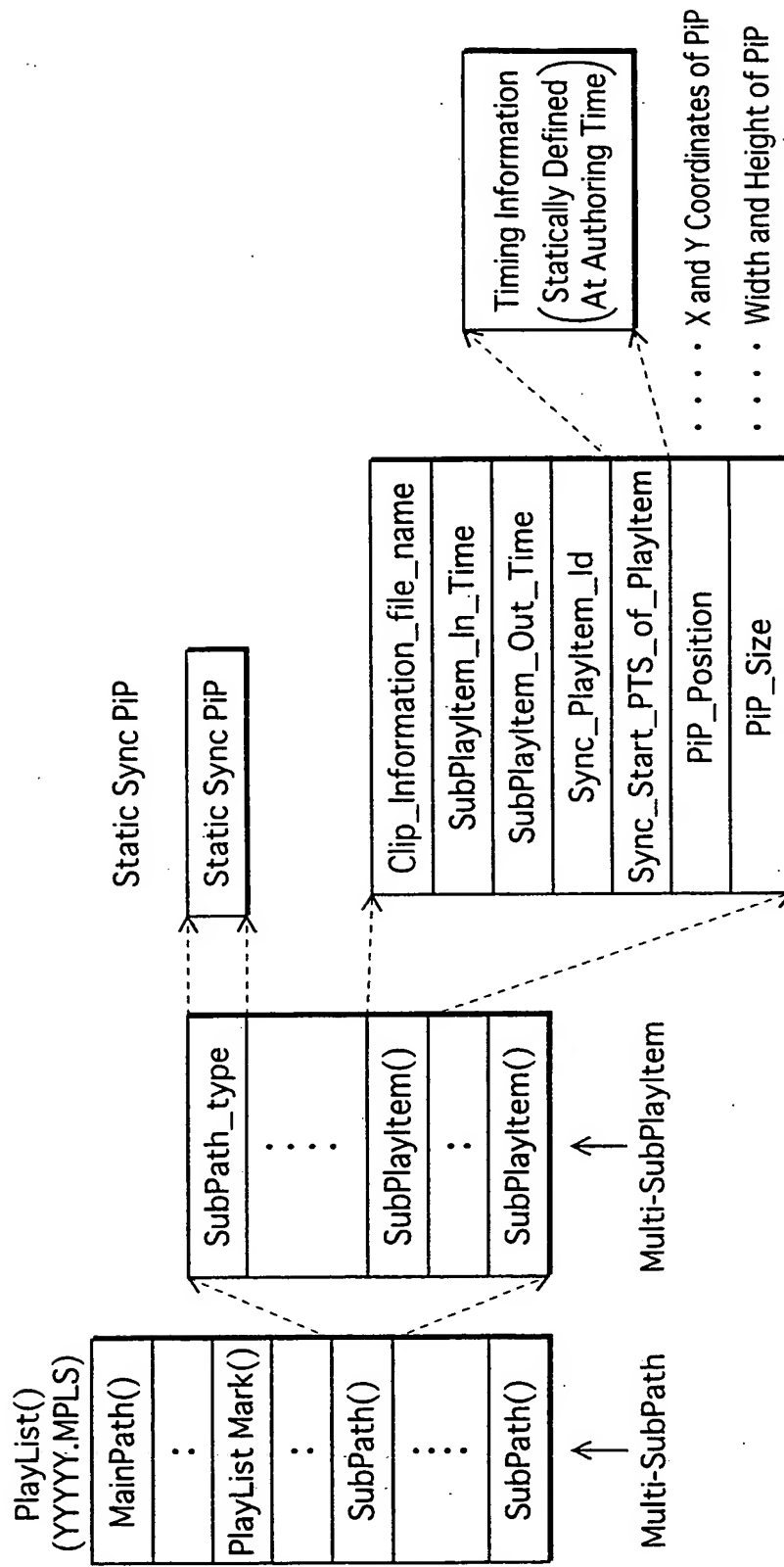


FIG. 40



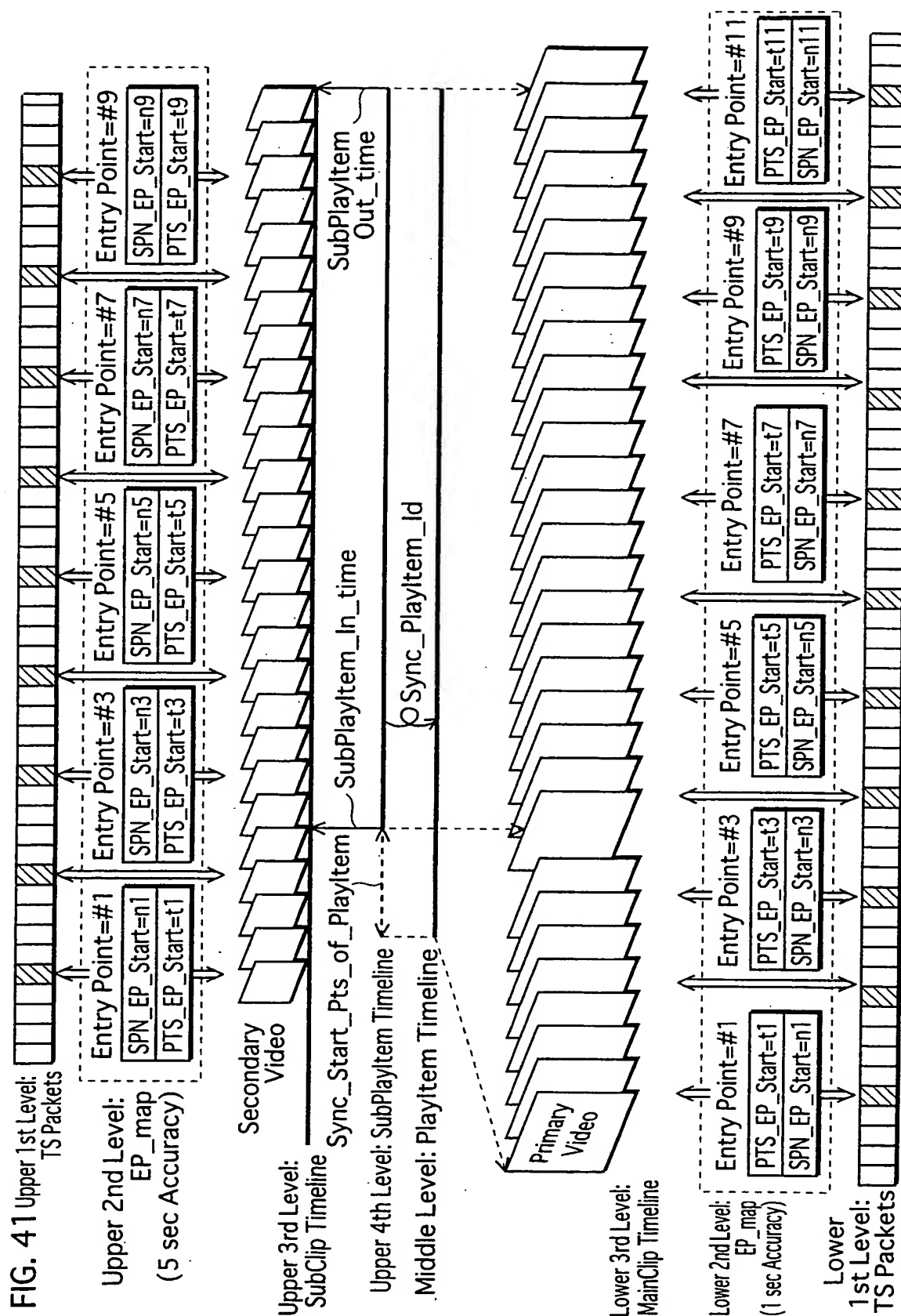


FIG. 42A

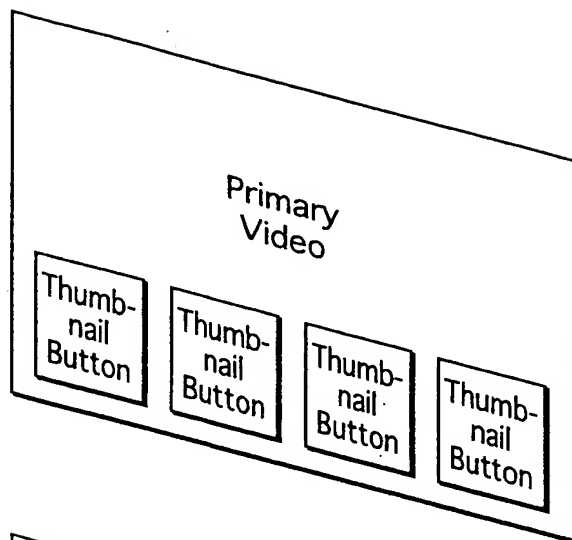


FIG. 42B

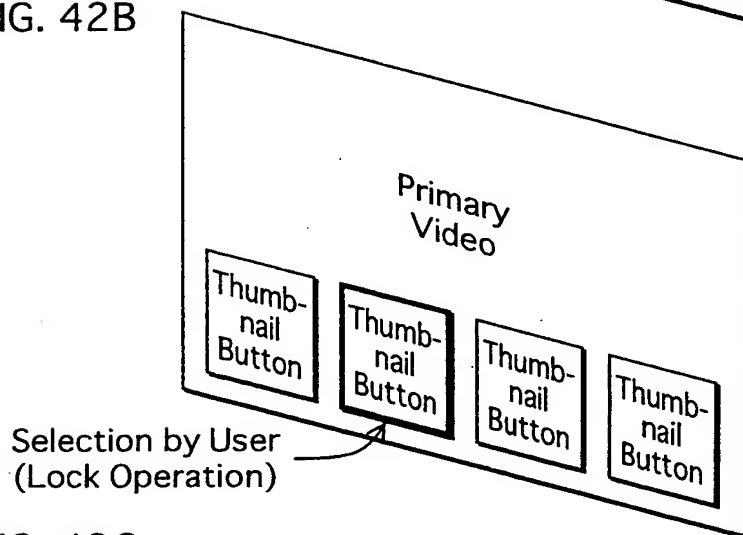


FIG. 42C

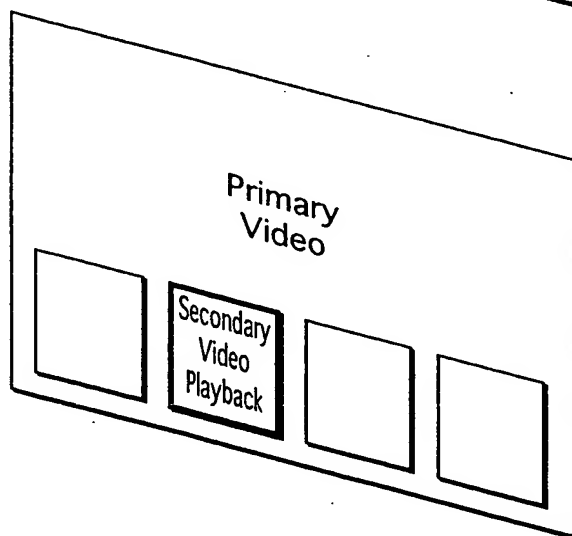


FIG. 44

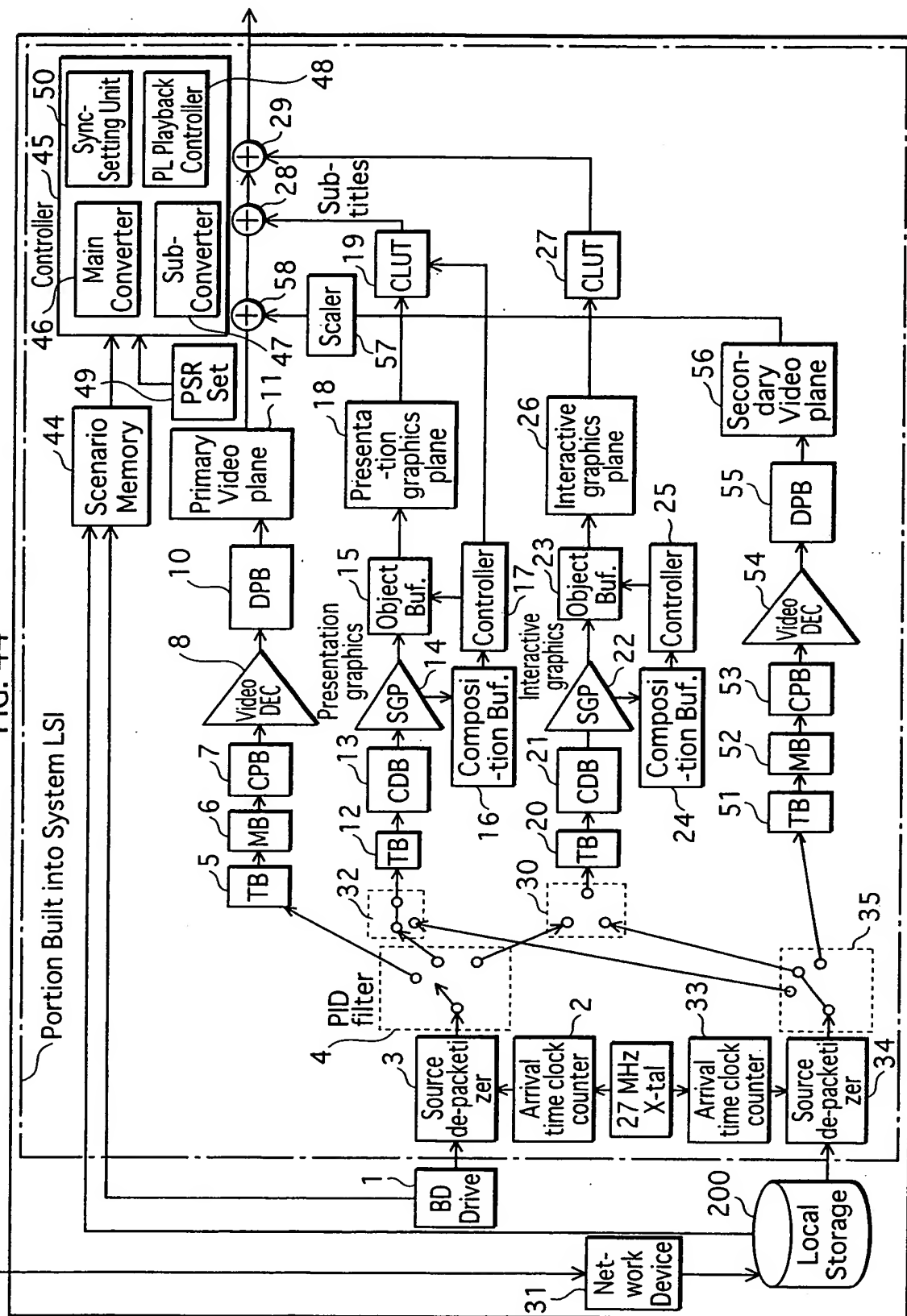


FIG. 45

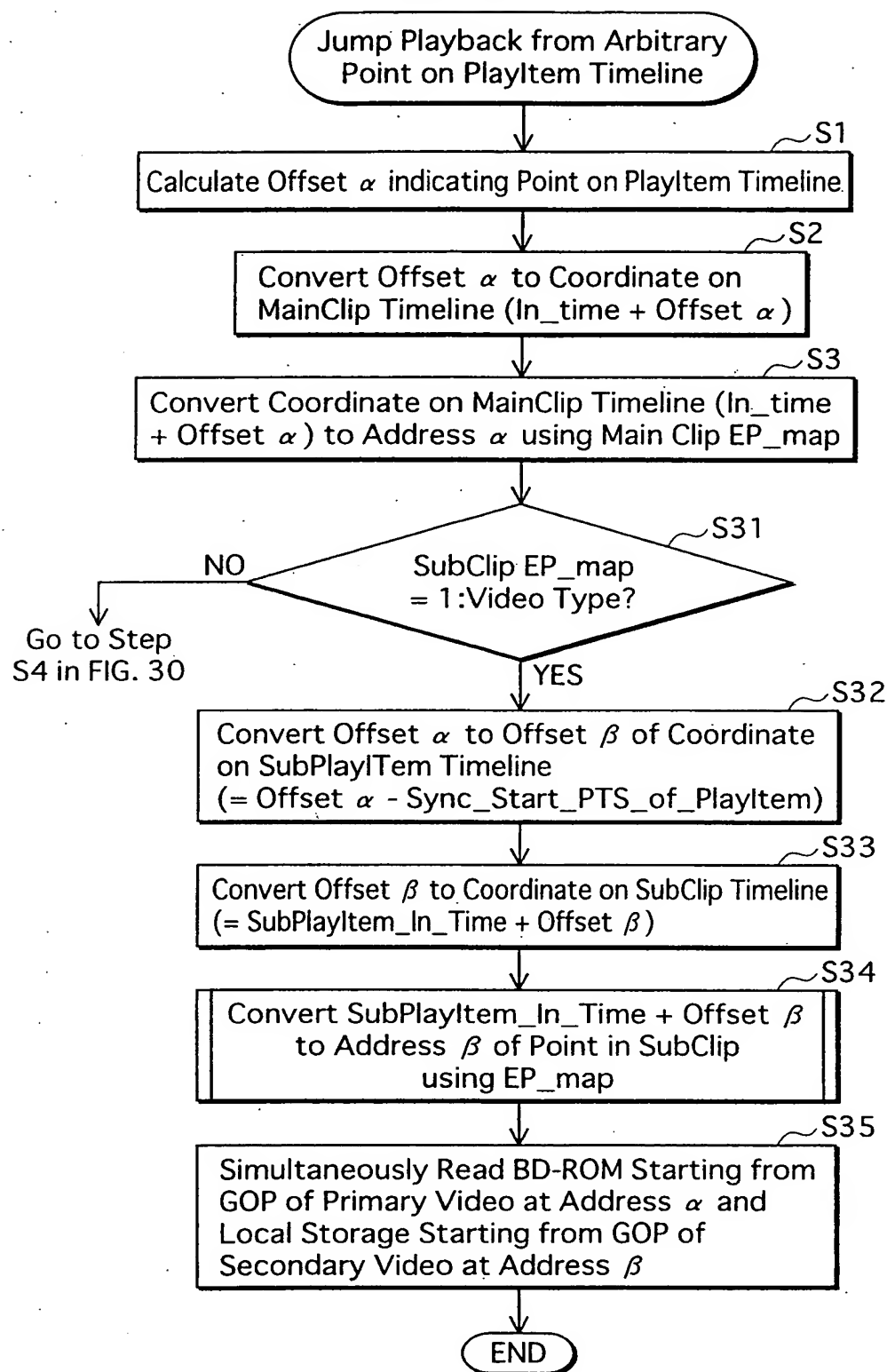


FIG. 46

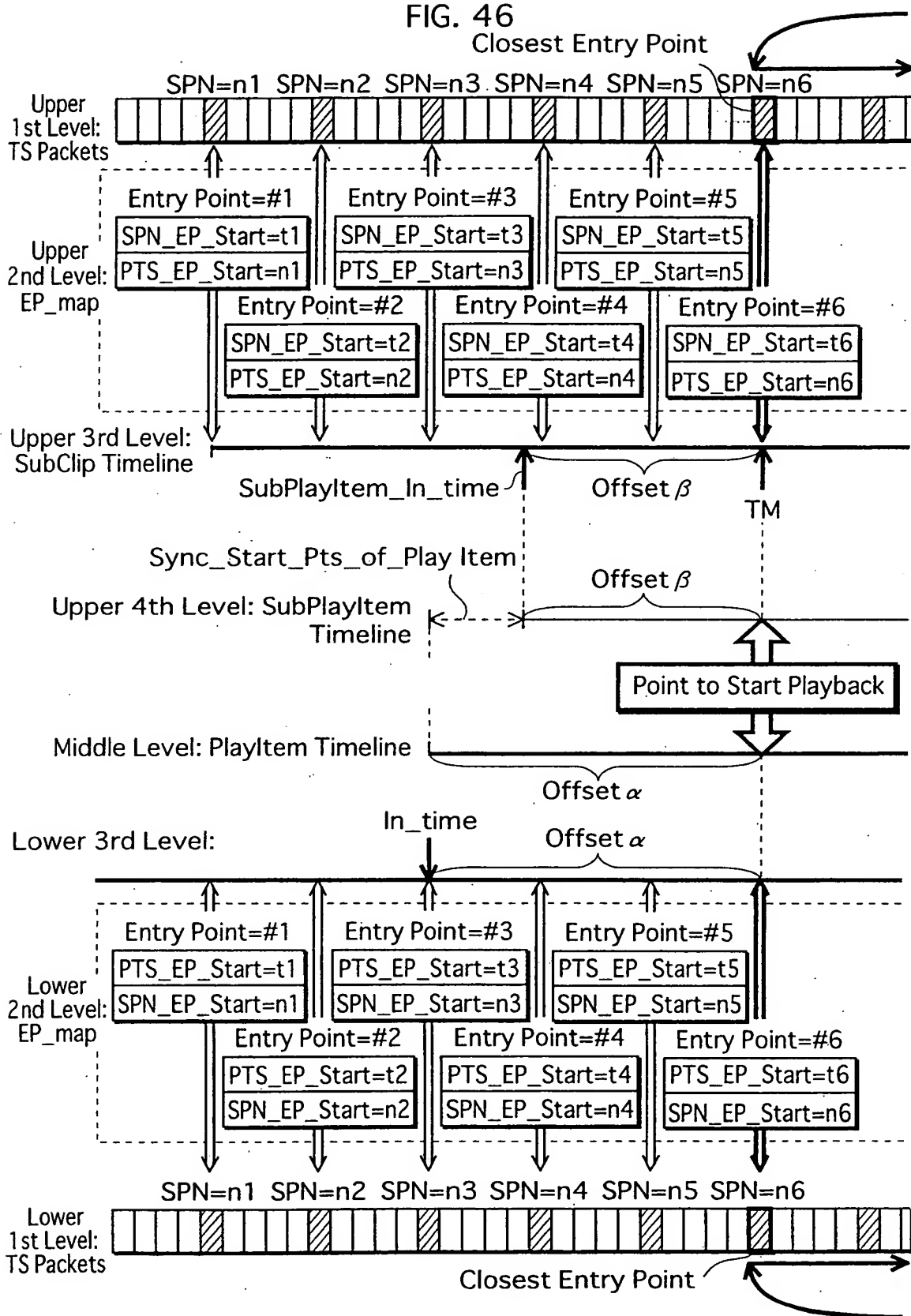


FIG. 47A

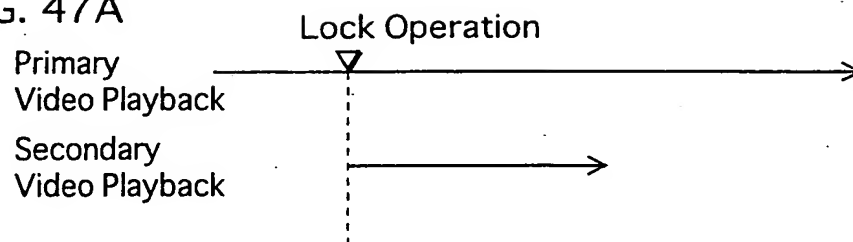


FIG. 47B

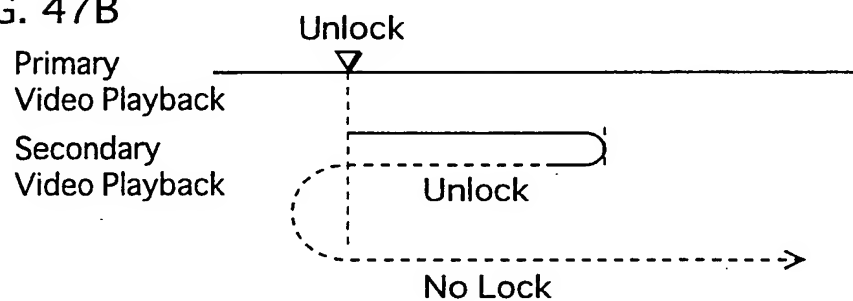


FIG. 47B

